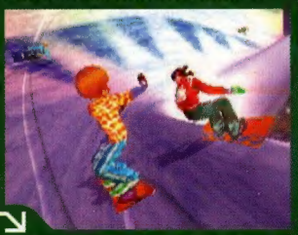
No.1 FOR PLAYSTATION®2

PSM2

NEW GAMES!

007
AGENT UNDER FIRE
UNMISSABLE! It's a Bond first! A must-read review!

TONY HAWK'S 3
EXCLUSIVE! See Darth Maul entertain the ladies!



SSX TRICKY
NAILED! Every short cut in the brand new courses!

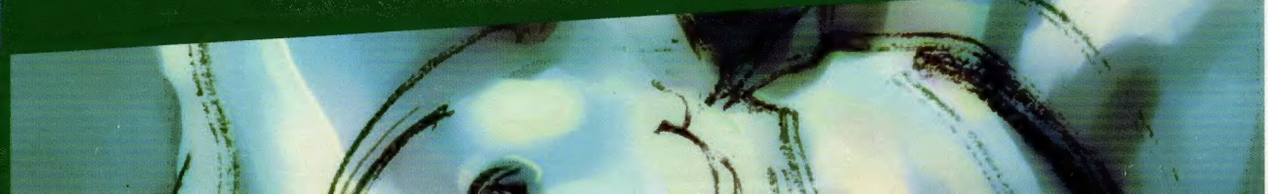
WORLD RALLY CHAMPIONSHIP
SKID JENSEN! Get the only opinion you trust – inside.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SONS OF LIBERTY™

The most important videogame in the world.
We've finished it. Get our verdict now.



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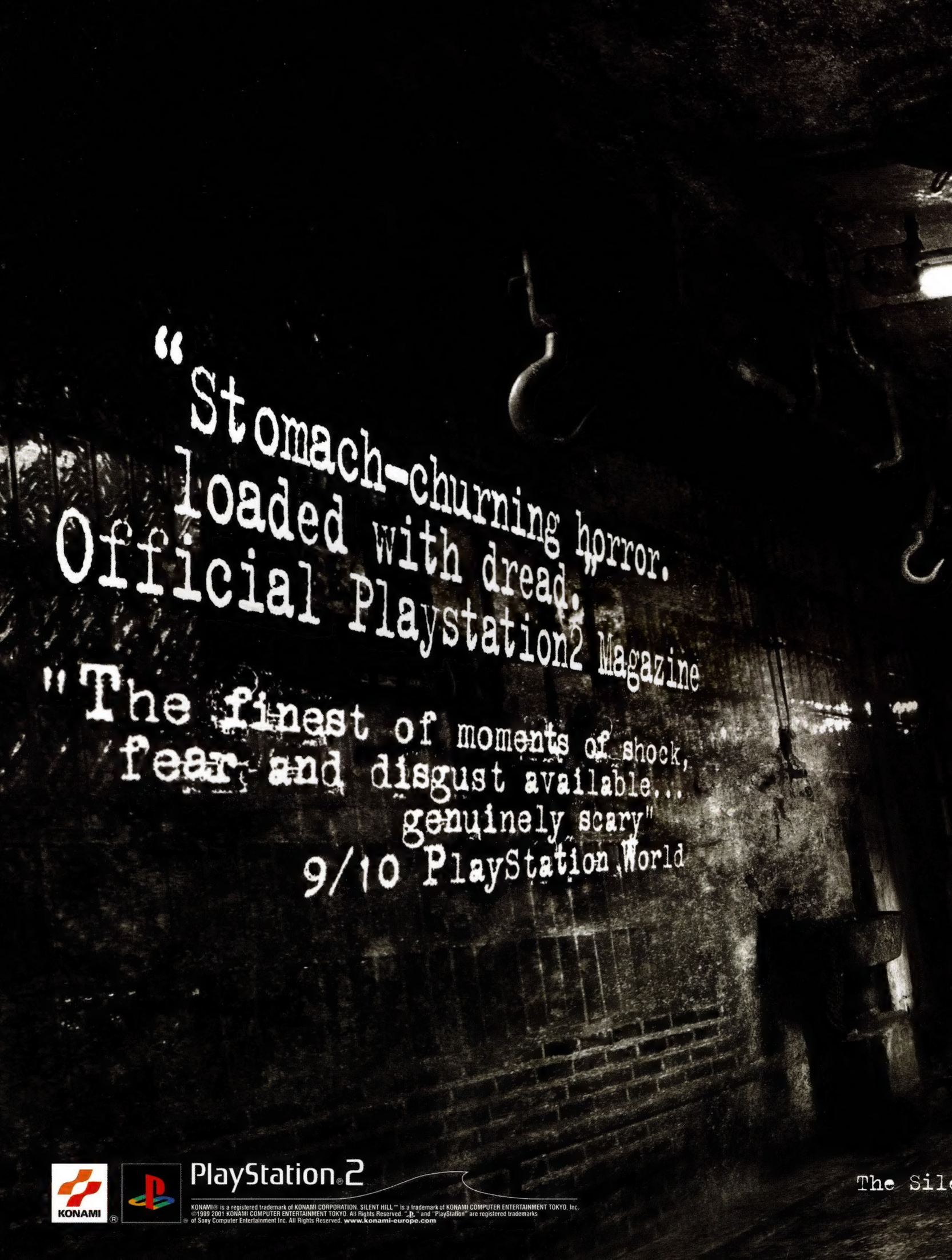

PlayStation.2

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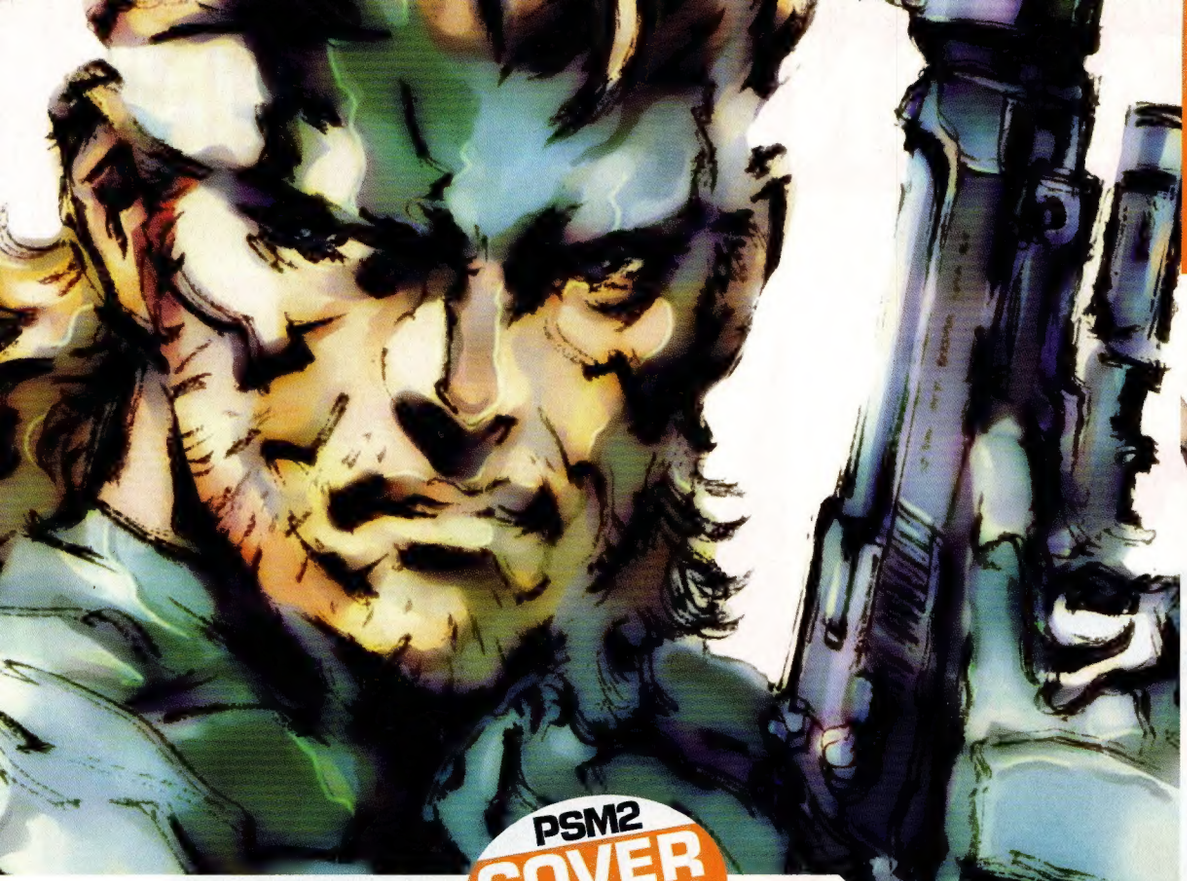
WELCOME TO PSM2



PSM2 COVER GAME! PG16

METAL GEAR SOLID 2

This is the first and *only* review of Kojima's masterpiece you need ever read. Get the definitive verdict, exclusively in PSM2.

YOU DESERVE THE BEST. THIS IS THE MAGAZINE THAT DOESN'T STOP UNTIL YOU GET IT.

That was close. You nearly wasted your money on another magazine. Instead, you've singled out the one that does justice to the slick piece of kit under your TV.

Why do our readers prefer PSM2? Because we're just like you – straight-talking gamers with a passion for PlayStation 2. We were the first PS2 magazine in Europe, launched alongside the debut of Sony's Emotion Engine in Japan, and we've built up a reputation that others can only aspire to. Real gamers rely on PSM2 to deliver the definitive verdict.

And that's just what you're getting this issue, with our astonishing *Metal Gear Solid 2* exclusive review. Every magazine's been after finished code of the most awaited videogame in history, but only one's big enough to handle it. PSM2's vast, planet-wide network of contacts ensured that we were the first to play, finish and unlock the secrets of Konami's masterpiece, so you're first to know *exactly* how good it is. But before turning to pg16, check out the brand new revealing trailer on your free DVD. Unbeatable? We think so.

Wherever you are in the world and whatever your level of interest in PS2, we work tirelessly to give you exactly what you want. You deserve nothing less.

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

☑ THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

☑ THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

☑ THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

☑ THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about.

☑ THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). You won't miss a thing. And it's all free.

☑ WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. And you'll never catch us reviewing music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

PLAYSTATION 2 MAGAZINE

PSM2

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PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

コンテンツ

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PSM2 COVER GAME! PG16

METAL GEAR SOLID 2

THIS IS IT! You're first to find out *exactly* how good the most wanted game on the planet is – courtesy of the PSM2 exclusive review. It's the game *everyone*'s been after, but only one mag's hardcore enough to play *and* finish it first.

REVEALED! ..... **VAMP**
The mysterious throat-slitter. A true friend to Snake? Or his enemy?

REVEALED! ..... **FORTUNE**
The angry lass wants Snake dead. But why? What's her secret?

36 PAGES RAMMED WITH REVIEWS! THE TRUTH BEGINS ON PG16...

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PSM2
NEW GAMES!
007
METAL GEAR SOLID 2
SONS OF LIBERTY
The most important videogame in the world. We've finished it. Get our verdict now.

ISSUE #17 "*THE* REVIEW"
This is where everyone else's previews, predictions and word-of-mouth ends. PSM2 delivers the first must-read verdict on Kojima's masterpiece.

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Your first look at the how the seminal fighter's being transformed for PS2.

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9 ON YOUR DVD
There's a smart mix of top quality game demos, news, tips and more on this month's awesome disc.
For more info.....Turn the page

THE MUMMY™ RETURNS

GOOD ~~VS~~ Or EVIL

Go With Evil. You can hit restart When you get to hell.

As Rick you'll have a cool arsenal of swords, shotguns and revolvers.

As Imhotep, you'll use brute strength and have the awesome power to cast spells.

Your quest to defeat the Scorpion King takes you to London, Cairo, and the Hamunaptra ruins.

Wanna be bad? Good. In the Mummy Returns video game, you can be heroic Rick O' Connell or evil Imhotep. But either way you'll be facing pygmy mummies, Anubis warriors and mummified baboons, bringing all the soul-sucking fun of the movie to life in eye-popping next-gen graphics. Survive all that, and you get to battle the Scorpion King. Pray there's an afterlife.

PlayStation.2

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www.mummyreturnsgame.com

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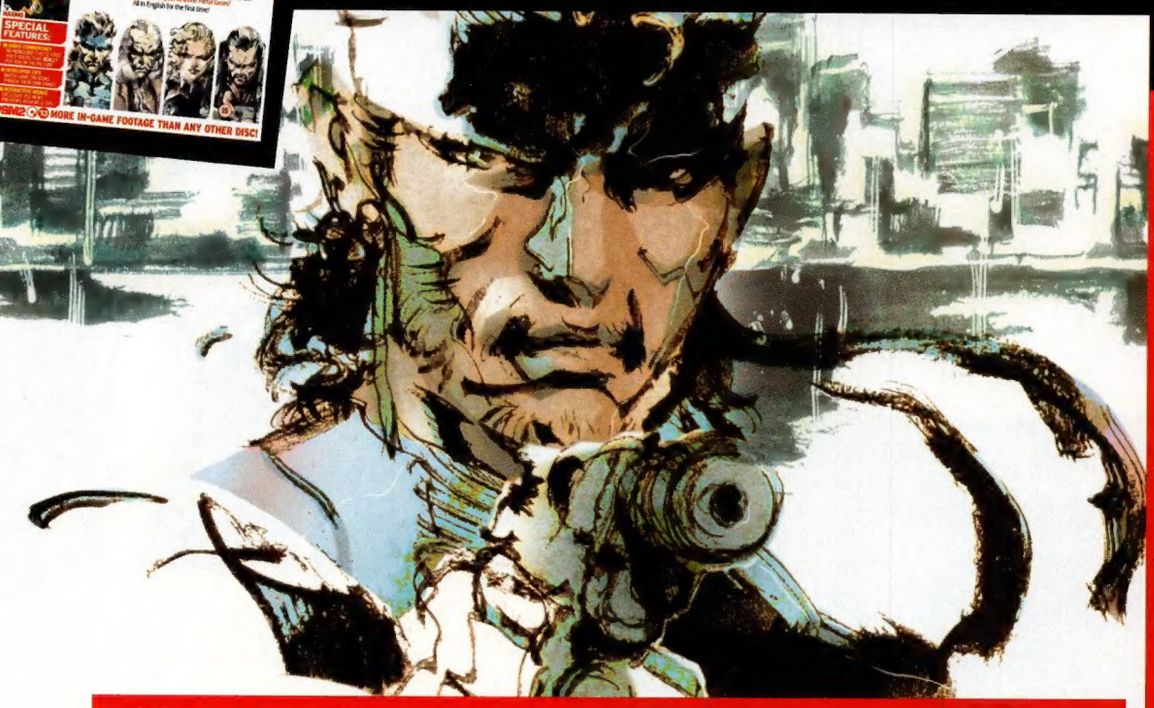
ON YOUR FREE DVD

Rammed. Fat. Stuffed to the gills. Not just with the greatest games, but with more exclusives than anyone.



YOUR QUICK FLICK GUIDE!

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Airblade	Reviews
	Pro Tips
Arctic Thunder	Reviews
Batman Vengeance	Reviews
Burnout	Accelerator
Crash Bandicoot: The Wrath of Cortex	Reviews
Crazy Taxi	Reviews
Cricket 2002	Coming Soon
Ecco the Dolphin: Defender of the Future	Coming Soon
FIFA 2002	Reviews
G-Surfers	Reviews
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Rez	Coming Soon
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Shaun Palmer's Snowboarding	Coming Soon
Silent Hill 2	Accelerator
Simpsons Road Rage	Reviews
Sky Gunner	Coming Soon
Smuggler's Run 2	Coming Soon
Splashdown	Reviews
SSX Tricky	Reviews
Time Crisis 2	Reviews
Tony Hawk's Pro Skater 3	Accelerator
Top Gun: Combat Zones	Reviews
UEFA Champions League	Coming Soon
The Weakest Link	Reviews
World Rally Championship	Accelerator
WWF Smackdown! Just Bring It	Reviews

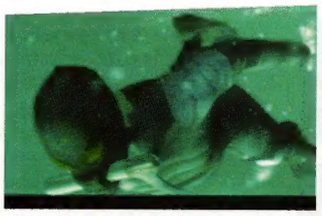
THE FEATURE PRESENTATION...

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SONS OF LIBERTY™

We present the brand new trailer, hot from this year's Tokyo Game Show, as well as the unedited E3 epic – the perfect accompaniment to PSM2's colossal review.



WATER SWINBURN: Catch some stunning subaqua action - including a Metal Gear...

ELECTRIC LADY LAND: See an unlikely alliance between Fortune and Vamp.

PSM2 EXCLUSIVE...

ICO

A world away from the heavy-duty action of *MGS2* – but what a world. This is the most enchanting and gorgeous adventures you've ever seen. Grasp PSM2's hand and marvel as the horned hero does his best to cajole sickly Yorda across a vast chasm. Think things can't get any more perilous? Think again, as safety from the shadow beasts is only ever a temporary thing with this game.

MOAT HANGER: A prelude to an ending that's destined to rip your heart to shreds.

DEVELOPER TIPS...

AIRBLADE

Now this is impressive – the men who made Sony's stylish future-boarder, in the PSM2 office, nailing their own game. Our exclusive footage shows Pete Lake from the *Airblade* development team revealing all the nuances of the first five levels. Tricks on the edge of the board, grinds that last an eternity and the highest points of every level reached. We've included staggered captions to give you even more insight.

POLE TO POLE: Pete Lake shows you what you can do with the man he designed.

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your new white disc...

While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

OUR THANKS TO...

Aqua Lung for supplying the track Old Skool for Accelerator.

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PSM2 Magazine,
Defining Moment,
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Bath BA1 2BW

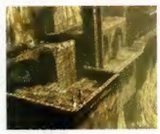
#17 ICO'S OTHERWORLDLY ALLURE

Tasting the rain, feeling the breeze and losing track of reality in *ICO*'s consistently believable universe – a playable, *living* cartoon.

- **Name** Dan Dawkins
- **Age** 26
- **Occupation** Staff Writer, PSM2 Magazine

Hold up. It doesn't look that brilliant. Have you gone mad?
Not at all. You've got to see it moving. *ICO*'s animation is the best we've seen since... well, *ever* really. The first time you pick up the pad, you'll swear it's a cut-scene. Ico's not a full-blown hero, just a scared 12-year-old shielding someone weaker than himself. When shadow monsters attack the princess, Ico flails with pathetic gusto in an attempt to protect her. When she stutters before a leap, he extends an arm and holds her gaze to instill confidence. Their interplay's so tender you're petrified of letting them down. When Ico grabs the princess' hand, you just *know* he's hanging on for dear life. He really cares, and so will you...

Er, sounds a bit weedy to me. What's all this about a living, breathing universe?
Where do you start? *ICO* breaks the 'rules' – ignoring energy bars, maps or menus – and focuses on atmosphere. In the exterior sections, there're no dramatic camera-pans or brass fanfares, just the whistling of breeze and rustle of cloth. The 3D engine's so powerful, you're left to manipulate the camera manually – try to stay calm as the scenery unfolds hectares into the horizon. On top of the castle gantry, Ico and the princess are mere specks, dwarfed by the epic architecture. It's a daunting technical achievement and, crucially, a dizzying sensation – you're completely overawed by the magnitude of the adventure.



The small details are equally impressive. Gawp as foaming plumes whip underneath a waterfall, casting violent random patterns. Marvel at a windmill's shimmering lakeside reflection, shattering into ripples as Ico sploshes through. Curtains flap in the breeze, shadows skew and sunlight crackles with warmth – nothing betrays the illusion of reality. It's such a tranquil, childhood-pure fairytale that only the most die-hard cynic could fail to be enchanted. Jeez, just thinking about the ending fills us up... Cast aside your battle-hardened exterior, and surrender to the most empathetic, delightfully peaceful experience on PS2. **PSM2**

"ICO BREAKS THE 'RULES' – IGNORING ENERGY BARS, MAPS OR MENUS – AND FOCUSES ON ATMOSPHERE"

PREVIOUS DEFINING MOMENTS

- #01 TEKKEN TAG INTRO SEQUENCE
- #02 THE METAL GEAR SOLID 2 TRAILER
- #03 WHEN YOU WANDER OFF-PISTE IN SSX
- #04 SEEING THE DETAIL IN GRAN TURISMO 3
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- #16 PLAYSTATION 2 HITS £199
  Sony might have just ended console warfare with one tactical strike.

DON'T MISS

GAMES THAT DEFINE PS2...

METAL GEAR SOLID 2 ..... pg16
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ICO pg80

"YOU PROBABLY WON'T EVER PLAY A BETTER SINGLE-PLAYER FIRST-PERSON SHOOTER THAN HALF-LIFE"
9/10
PlayStation 2 OFFICIAL MAGAZINE-UK

"IT SHOWS HOW FAR OTHER FPS IMITATORS HAVE TO GO TO BEAT IT"
90%
PSM2

RUN
FOR COVER

THINK
TO SURVIVE

SHOOT
TO KILL

LIVE
TO FIGHT ANOTHER DAY

"PERSONALLY I'D MUCH RATHER PLAY THIS THAN RED FACTION"
90%
PS2

"IF EVER THERE WAS A TEMPLATE FOR HOW A FIRST-PERSON SHOOTER SHOULD BE DONE THIS IS IT"
9/10
P2

HALF-LIFE

NOW ON PS2 - IT'S NOT PC

'THE BEST GAME EVER'* NOW WITH EXCLUSIVE NEW STORY AND LEVELS

IMPROVED CHARACTER MODELS AND TEXTURES

NEW DECAY CO-OPERATIVE MODE

RUN &SHOOT AT THE SAME TIME USING NEW 'LOCK-ON' SYSTEM

PlayStation 2
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VALVE
gearbox

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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

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IT'S CHRISTMAS!

For this issue only, those beautiful people at GAME have decided to cough up their top five games for the most incisive, fight-starting, well argued letter that finds it's way to PSM2. So, as the festive season hits us, get into GAME for all your presents – even if it's just for yourself. With loads of top games to look forward to – *Grand Theft Auto 3*, *Pro Evolution Soccer*, *SSX Tricky* and *WWF Smackdown! Just Bring It*, to name just a few – call 0800 600 900 for your nearest GAME store.

STAR LETTER

"WOMEN AREN'T ANY GOOD AT GAMES, ONLY COOKING. WELL, SURPRISE, BOYS – I CAN DO BOTH"

Dear PSM2

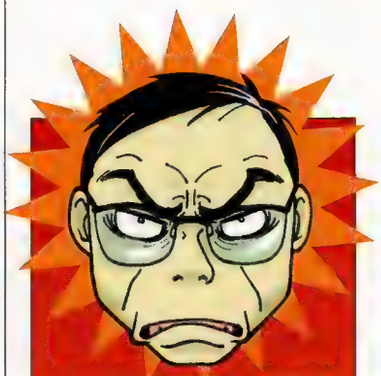
As a new owner of PS2, I've just bought your mag and I've only one question: why does it read like a men only magazine? I don't remember the 'games geek' who sold me my PS2 telling me that "by the way, this console is for men only". I thought the DualShock 2 had an extra long lead just so I can still reach to play while I feed my four-month-old daughter, thrashing around the tracks on *Wild Wild Racing*, whopping the butts of my two sons in the process. Oh, I forgot – women aren't any good at games, only cooking. Well, *surprise*, boys – I can do both.

What about the games? There're almost an equal amount of female characters in them as men now. Like my fave game, *SSX*. I thought this was an attempt by the game's makers at equal opportunities. Or am I being naive? Is it just another way of attracting your majority market? I always wondered why the girls have all got skinny waists and big knockers.

So, please stop excluding us from your magazine, and I don't just mean a token corner near the back.

Miss D Woodbridge,
Plymouth

PSM2 has never excluded women. We print their letters, feature them as Gamer of the Month in Pro Dojo, and generally except roast dinners, drinks and kickings from them whenever we get the chance. It's all about the games, not the gender politics. So, Miss Woodbridge, we're sending you GAME's top five. Get the practice in and we'll see if your scores are as good as your Yorkshires.



THE PSM2 RAGE GAUGE

GRRRRRRRRR...

I couldn't help noticing that in the 'Don't write to PSM2 with...' insert, one of the subjects was 'Why won't PS2 games work on PS1?' How people can write an entire letter and send it off to you without working it our for themselves is beyond me. I mean *really*.

Toby King,
Via e-mail

This is your chance to air your views on the hot potato of the moment:
What are you looking forward to in 2002? What would you like to see gone?

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

SPLIT AND POLISH

Dear PSM2

Question: when is a two-player game not a two-player game? Answer: most of the time. For every great two-player, like *TimeSplitters*, offering a wealth of options, championships and arenas, there must be ten that offer nothing more than a head-to-head excuse with limited options and replay value. Dare I mention that I include *GT3* in this category – i-Link? Two copies of the game, hours of toil and not only is it still head-to-head, but you can't use any cars from your garages.

There're still a lot of games about, with more in the pipeline like *MotoGP 2*, that still only feature head-to-head two-player games. Why are my friends and I reduced to alternating goes in single-player mode when playing our 'great' new PS2 games just to get some fun out of them?

Steven Moore,
Kent

The general opinion from developers is that they don't owe gamers any other experience than their original vision. Many are reluctant to include a Deathmatch – they honestly feel that tacking on any kind of multi-player mode belittles the original game they've created. Thankfully, people expect some replay value, so titles like *TimeSplitters*, that genuinely offer a 'toybox' of brilliant options, may help set a new standard.

MO' LASSES

Dear PSM2

As a female, I think that the games industry is very male dominated. I mean, how many female reviewers and game designers are there? Not many. OK, so most females prefer filing their nails to picking up a controller and bursting the net in *Pro Evolution Soccer*.

I haven't yet read a letter in your mag that's been written by a female. Maybe you don't get many, or put them to one side thinking we don't know what we're talking about.

You men can drool over the the girls with the bouncing boobs in *DOA2*, but you must know that games designers use them to attract gullible men into buying the game?

This is the same for magazines. They put girls on the front to get men to buy a mag... wait a minute... PSM2#15... there was a half-naked woman on the cover. Don't get me wrong, I think your mag is the best, but I was disappointed and never thought you'd stoop so low.

Please give us girls a chance, I'm sure there're many out there who feel the same as me. Anyway, girls are miles better at games. *Pro Evo*, anyone?

Rachel McVey,
Southport

Blimey, second broadside this issue. PSM2 is for everyone with a PS2. It's that simple. As for the *Splashdown* comp, we didn't say female readers couldn't enter.

WRITE TO PSM2 WITH YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... PROVOCATIVE QUESTIONS...

AD AS A BADGER

Dear PSM2

Thanks for always including such an excellent DVD. Every single time you out-do yourself. I particularly appreciated the inclusion of the complete nine-minute *Metal Gear Solid 2* trailer on your August DVD.

I was wondering if you could maybe do a special on console TV ads and include that on a DVD? If you have any space left, that is. We basically never get Sony or other console TV ads. Since I can remember, I've only seen four Sony PlayStation ads in my whole life here in South Africa. I've seen some on the Internet and they're usually so entertaining to watch – but also very jerky and slow. So, how does that sound?

Carel Ungerer
Stellenbosch, South Africa

We've been behind-the-scenes of the Third Place ad with David Lynch, and only last issue brought you the extraordinary adventures of Wolfman. If they're interesting enough – and, frankly, when have Sony ever released a dull ad – we'll be putting them on the DVD as bonus extras, Carel.

MOMENT OF MADNESS

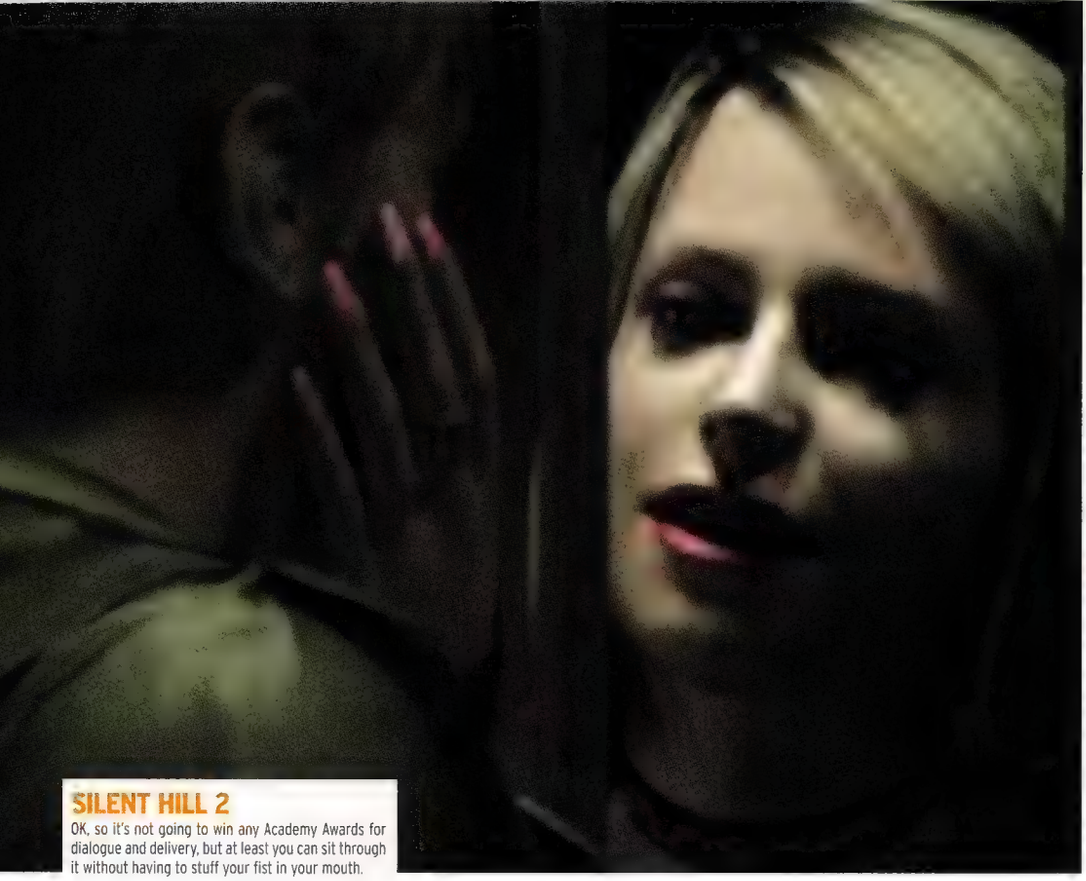
Dear PSM2

Although you gave *Silent Hill 2* a good review, (PSM2#15) there's a definite discrepancy between the Defining Moment and the review itself: "flawed, frustrating and contrived"? Whatever. I can't wait to get my hands on this one,

TEXT US! 07764 175887

Spelling? Grammar? Basic grasp of the English language? No need to bother with any of that when you've got the power of mobile texting.

HI EVERYONE AT PSM2,DO U KNOW IF THERE ARE ANY PLANS 4 GT4 ON PS2 OR DARE I SAY IT PS3? ALSO THIS MONTHS DVD BEST YET. KEEP UP THE GOOD WORK. ■ HELLO THERE CAN U DO A 3D THROUGH A TABLE IN JUST BRING IT WWF THANKS 42E ■ Dear psm2 i hav just watched ure dvd on devil may cry and i cant get over it. the graphics r amazin chris w ■ ON WWF SMACKDOWN JUST BRING IT!!!, CAN YOU



SILENT HILL 2
OK, so it's not going to win any Academy Awards for dialogue and delivery, but at least you can sit through it without having to stuff your fist in your mouth.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

UNDER DELAY
Dear PSM2
Metal Gear Solid 2? Some people have said it won't be out 'til Christmas 2003.
Rob Lawrie
Via e-mail
February 2002. That's our final word.

CENTURY BOY
Dear PSM2
You never seem to give games 100, even *GT3* was only given 93
Derek Frame
Via e-mail
The perfect game will get a perfect score. Until then, it's back to those near misses.

YAWN MOWER
Dear PSM2
GT3? Played it. Got bored of it. I thought PS2 was about great gameplay not rehashed PSone games.
Sohail Ratansi,
Via e-mail
Is anyone else bored of this argument yet?

WHERE AM I?
Dear PSM2
What's the Third Place? And what's the first and second place?
Spider,
Via e-mail
Work, home and PS2. It's an American-type thing, apparently.

I thought the original was genre-breaking, and what I remember most was not visuals but dialogue. It was actual English. In full sentences – mostly making sense, too. Now, I know that cut-scenes don't make a game more playable, but they *do* set the tone of the story. Can I suggest that when you review story-driven games such as *Operation Winback*, you could mention the almost *Resident Evil* level of gibberish the characters spout. All these years and I still can't forget the phrase, "Blood! Is that blood? I hope it's not Chris' blood!" The inhumanity!
Glen Gilbert
Whiston

Ah, what you've done there, Glen, is confuse the initial gob-smacking impact that *Silent Hill 2* first has on you with 11 hours of running around foggy streets, hitting monsters with sticks and breezing through some fairly convoluted brain-teasers. It looks fantastic, and while the dialogue won't win any awards, it thankfully doesn't slip into that dreadful *Resi*-era chin flapping that had you laughing mid-kill when you should've actually been cacking yourself.

RID 'EM, AND BOOZE

Dear PSM2
As I'm currently working in Japan, the first thing I did was buy a PS2 to keep me from falling into the alcoholic abyss that is the Ripponghi bar district of Tokyo. I'm currently playing *Winning Eleven 5*, which is truly the best footy title around. So what're my chances of getting my PS2 modded to work in the UK when I get home?
Ray Osterberg
Atsugi, Japan

A Japanese PS2 in the UK comes with no guarantee, so modding would be a serious risk to its health. Don't forget, you'll need a 240v-110v stepdown power supply, otherwise you'll fry its guts when you plug it in over here. Import gaming may be a little more expensive, but you'll get the big releases first, as well as all the titles that never make it on to PAL PS2s. Or you could simply sell it, go out, and get bollocksed.

BORED? NORWAY, MAN!

Dear PSM2
OK, games versus movies. It's all a matter of taste. Isn't it? The movie's already had its big revolutions: First sound, then colour, then computer graphics. So it looks like the movies will stay at this stage for a while. Yeah, the special FX in movies will improve, but there won't be any real innovation for a long time.

Then we have a look at games. They started with two-button setups and small coloured dots flashing across the screen. Then we got some beeps to go with it. Then we got better graphics, sound and more depth. The games eventually turned 3D, and so did the sound. And now, we've got millions of polygons flying across our screens in 60fps.

But gaming history has just started. Look at movies: almost everyone's trying to make films that seem like others. But that doesn't happen in games... except sequels.

Everyone tries to be as original as possible, and the gameplay depth is already at unbelievable levels. With the incredible rate of development for games nowadays, games will become indescribably good.

So for now, just pop in *GT3*, sit back, have a nice race, and think about the future. Be glad to be alive. I am.
Magnus Hoiberg,
Halden, Norway

It must be the clean air and all those good, healthy vibes, Magnus. You've positively charged the letters pages, for which we thank you.

"WITH THE INCREDIBLE RATE OF DEVELOPMENT FOR GAMES NOWADAYS, GAMES WILL BECOME INDESCRIBABLY GOOD"

STABLE CONVERSION

Dear PSM2
Is *GI Jockey 2* coming out on PAL?
Simon Bailey,
Via e-mail

Unsurprisingly, Japan's favourite nags and flutter sim failed to pick up a European publisher. Not for want of trying, you understand. It's just that the UK prefers the fluorescent lit and formica temples of the bookies to tampering with digital jockeys.

REVOLVER COST A LOT

Dear PSM2
I bought my PS2 fairly recently, taking advantage of the price drop. I bought *Time Crisis 2* and the G-Con 2. I love the game, and now I've a valid reason why I shouldn't spend all my money on it at the arcades with my mates. I've finished it numerous times, and I'm satisfied with the number of extras and bonuses on offer. My main gripe isn't with the game, but the gun.

Since *Time Crisis 2* doesn't have much variety, I had a go at some of my old demos that had light gun compatibility. The only problem is, that it didn't work. What's more, it doesn't plug into PSone, so I can't have two-player *Point Blank* and the likes, and my mates third-party gun doesn't work in two-player *Time Crisis 2*.

Why bring out a new gun, when the old one's perfectly good and has better compatibility than the G-Con 2?
Jonathan Mace,
Hampshire

Before PS2's launch, we were given specs that basically dumped on the idea of using your existing PSone lightguns on PS2. There wouldn't be any backward compatibility with the G-Con 2 either, because older games, like *Point Blank*, don't contain USB driver software. So, it came as something of a surprise when we merrily started going two-up with both versions of the G-Con on PS2. It does seem ludicrous to need both guns, and we're a little concerned that third-party developers will decide not to follow Sony's lead and make their PS2 shooters G-Con 45 compatible. We'll see what Capcom do with *Resident Evil: Gun Survivor 2*.

MAKE UP WRESTLERS ROB VAN DAM AND BOOKER T ? From John G, Wollaston. ■ This probaly sounds really stupid, but how do u beat the first boss on Onimusha ■ I bet u make these msgs up to make u sound gud wich u r of cors - chris ■ Hi-could ya tell up wheres the best/cheapest place2buy a PS2&games from?cheers-JJ. ■ Hi psm2.can u tell me the official release dates off smackdown and pro evolution soccer plz.also any world champ snooker tips. ■ Why cant i save playstation one games on my playstation two? Is there a way to do this? ■ Who needs a arcade?i bought a tv screen enlarger which makes my 28" into a phat 43"screen. Had a 9 hour session on time crisis 2 and my hand hurts! Rsh.leicester ■ Hello there my names Nu- and for the 1950 village level on easy of timesplitters i have got a time of 24.7secs, i beat the guy with 29.9 easy ■ Recently purchased Nba street. its da Bomb. every ps2 owner should have it. give it some love in ur mag plz ■ Wheres theé POLYPHONY Ficars? ive completed all races except ARCADE TT.got POLY 0010002 in all

LETTERS
THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

PSM2 CLINIC

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

#06: DVD

Can I play Region 1 DVDs on my PAL PS2?
Quick answer: no, you can't. For those of you that are new to the world of DVD, each is coded with a region number. Discs can only be played on a machine with the same region number, which are: 1. USA and Canada; 2. Western Europe, Japan and South Africa; 3. South East Asia; 4. Australia and South America; 4. Russia, Eastern Europe and Africa and 6. China. So if you bought a disc on holiday in Russia it won't play on your UK DVD machine.

The idea is that you can't buy DVDs in the States of films which are still in the cinemas in the UK. The solution is for the film companies to release all movies all over the world at the same time but, hey, they know best... Your PS2 is – unlike certain sneaky or 'chipped' DVD players – region coded to the hilt.

The quick fix to all this arsing about is to buy yourself a DVD Region X disc from Datel – it allows you to play all Region's discs in full RGB. How sweet is that?

Will it play all DVD extras?
Oh yes. Everything your living room DVD player can do, PS2 can do too. The only drawback is operating the thing with the joypad and the PS2's menu accessing on-screen, er... menu, is a bit tiny and confusing, but other than that the machine works every time and the results are outstanding. We can now recommend the Sony Remote, which not only allows you full control over all the DVD functions, but it'll give you an updated driver, eliminating any lip-synch problems the early machines experienced.

When will I be able to record on my PS2?
Whoa there, tiger. As for when you'll be able to record on a DVD disc the answer is *never*. Writeable DVD and the new DVD RAM standards require a different type of laser and drive than the one currently fitted in your PS2. Will Sony offer the opportunity of a writeable refit? We don't think so.

FEIGN AND FORTUNE

Dear PSM2
The illegal copying of games is of great concern to developers and publishers, and in the age of CD-R, it would be difficult to prevent this. So, I would like to address the conscience of your readers.

Developers and programmers work unbelievably hard to create the masterpieces that we play and that we are often so quick to criticise. These people possess a rare intelligence that we also often fail to appreciate.

We can show our appreciation though by buying games legally, because they do deserve their money. If we continue buying copied games all we're doing is raising the prices of future games, encouraging developers to cease creating great games and seriously harming the industry.

The market is so competitive at the moment, with even the smaller companies producing great titles. This has to continue if we want quality games. So the next time you consider buying a copied game, think of the repercussions of your choice.

Even if you have to save a while longer to be able to make a purchase, do the right thing.
Leanne Kruger,
Cape Town, South Africa

Home taping didn't kill music, but it sure as hell contributed to the sickening cost of CDs. We'll never condone piracy, Leanne – not for any po-faced moral stance, but purely because it's usually a lucrative sideline to more damaging and sinister criminal activity.

FEAR OF EVOLUTION?

Dear PSM2
The first game I got for my PS2 was *FIFA 2001* back in December, and I've been playing it ever since. Now that the PAL release date of *Pro Evolution Soccer* is drawing closer, and *FIFA 2002* is out in a few months, I need to know which one to get. I loved the graphics on *FIFA 2001* and its control system and I loved playing as domestic teams. But it's just too darn easy – scores of 14-0 in my favour on World Class Mode are a joke! So should I buy *Pro Evo* instead... or not?
Anton Yavorsky
Via e-mail

Oh, yes, Anton. Yes. See our reviews of both in PSM2#16.

DON'T WRITE TO PSM2 WITH: WHY CAN'T MY PSONE PLAY PS2 GAMES...? XBOX WILL DESTROY US ALL... CONSOLE SLAGGING...

SUCKER PUNCH

Dear PSM2
The demo DVD with PSM2#14 looked terrific. There was only one game that I couldn't understand the point of and that was *Ka*. Heaven help the gaming world if more titles like *Ka* come out – it looks rubbish. I mean guiding a mosquito and sucking blood out of a girl? What's the point of that? The girl's not even attractive. Surely they could of designed a better looking one? Like a girl with blonde hair and big boobs.
Joanne Micallef,
Chislehurst

Right, that's it. We thought we understood. Confused? Bloody right.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

New PS2 owners
Girls aren't crap
Bored of *GT3*
Too many games
HDD/Broadband

colours,done ENDURANCE to many times,& thereIS ONL4the 2 T4PES gaz ■ HI URE MAG ROCKS AND SO DOES GT3 BUT ARE THERE

ANY CHEAT COADS 4? ■ I AVE PLAYED THE BOUNCER AND IT IS CRAP. WH4 DO GAME DEVELOPERS BORE US WITH SUCH CRAP GAMES FOR THE

BRASS SCREW USED YET? ■ Can u put me out of my misery? Is Munch's Oddysee out on PS2 yet? ■ IN MONKEY ISLAND WHAT IS THE

PS2. GT3 IS THE BEST GAME OUT AT THE MOMENT. PAUL. VIA TXT ■ I'm well pissed off about all the dire games that sony allow to

be released for ps2. How about some quality control sony! Take back 3DO Studios dev kit for starters.

Swigs... ■ Aargh! Make the bad Monkey stop! ■ I would just like 2 say i am definitely gettin devil may cry 4 xmas and not

some fifa or crash game. FROM WRATH! ■ DO PS2 GAMES LOOK BAD ON WIDESCREEN TVS OR NOT? ■ Keep 'em coming...

PLAYSTATION 2 MAGAZINE
PSM2

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COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

INFO

- **CODE TESTED**
  NTSC (US)
- **DEVELOPER**
  KCEJ
- **PUBLISHER**
  Konami
- **GAME TYPE**
  Stealth action
- **PRICE**
  $49.99
- **EXTRAS**
  1 player, Memory Card, DualShock 2

DETAILS

- 11 weapons, including the new PSG1-T and AKS74U rifles.
- Six bosses.
- Camera and directional microphone to pick up interesting game details.

OUT UK FEB 2002 **US** NOW

METAL GEAR S

"ARGUABLY THE BEST GAME EVER, AND IT'S ALREADY REDEFINING WHAT GAMES

SPOILER FREE • PLOT SPOILER FREE • EXCLUSIVE REVIEW!

OLID 2: SONS OF LIBERTY

ARE SUPPOSED TO BE LIKE"

"I want you to see the water falling on your face... feel cold... *smell* the water." That was Hideo Kojima speaking to PSM2 in October 2000, our very first issue. And do we feel cold? Kojima-san, we're *freezing*.

REVIEWER: [illegible]

Shhh. Bolt the doors, unplug the phone, stop browsing the Net for Chorlton and the Wheelies wallpaper and for *Christ's* sake don't read any other mags before you buy *MGS2*. You're in the enviable position of *knowing* that it's going to be incredible – chances are, it's one of the reasons you bought a PS2 – and to fully appreciate it, we'd suggest going in completely cold. You won't find anything to spoil your enjoyment in this review – but we can't make any promises about your loudmouthed mates. Trust us. Ready? Good.

Everything about *Metal Gear Solid 2* exudes quality. It's undeniably epic in scope, but the attention to the tiniest of details constantly astonishes. You've already seen effects like the frothy gush of ocean chasing Snake down a corridor – but they're still months ahead of most PS2 games. If you haven't played the demo that comes packed in with *Zone of the Enders*, you're one of the lucky ones – assuming you haven't spent the last six months Sellotaped to a radiator, or something. You've yet to discover the joy of dropping a guard with a perfectly placed tranquilliser dart, or the terror of hiding in a locker while the sweep team inches ever closer. You've yet to knock over an ice tray and watch the cubes

INSIGHT

- If you start shooting seagulls while you're on Big Shell, you'll get an interesting message.
- In another novel Kojima-touch, if you hit the toilets they'll flush. Genius.

PLOT'S GOING ON: Snake never gets an easy ride, and this is about as bumpy as it gets. Be prepared to be shocked.

YOU ONLY HAD TO ASP...

You know how in the demo, Snake dishes out advice to the player? Well, he continues to dish out some right pearlers in the finished game. Here's a selection of some classic bouts of forked tongue...

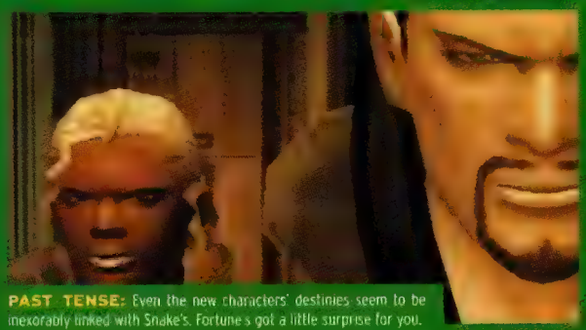
- "There are some items you can only get from a holdup."
- "A full Life Gauge will slow down the consumption of the Grip Gauge."
- "The consumption of a full O2 Gauge will also be slower with a full Life Gauge."
- "Select the enemy field uniform in spots where you have to leave footprints. It'll keep them from spotting your presence."
- "Go for the central nervous system if you absolutely have to take someone out."
- "You can use the holes left behind from the collapsing floors to your advantage. Tip the bodies of the enemies you've taken out into the ocean to hide them."
- "Put your Thermal Goggles on and look at the enemy's neck area. You should be able to see if he has Dog Tags on."
- "By setting C4 explosives in close proximity of each other, you can set off a chain reaction of explosions with a single blast."
- "Bulletproof equipment will not protect your enemies from a grenade blast or shrapnel."

NEW SWAYED SNOOZE: One down, one to go. It's possible to go through the mission without leaving a single corpse.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

SLICE TO SEE YA: New boy Vamp's out to cause you nothing but trouble, and he doesn't give up easily. Prepare to be hurt.



PAST TENSE: Even the new characters' destinies seem to be inexorably linked with Snake's. Fortune's got a little surprise for you.

PEEK TIME VIEWING: Snake's more versatile than ever. As well as the moves from *MGS*, you'll notice a couple of invaluable additions.

BITCH-HARD GEAR: The ultimate weapon that everyone's gagging to get their hands on – and there's not just one of them...

"ANYONE WHO REMEMBERS KOJIMA-SAN'S CHEEKY SMIRK WON'T BE SURPRISED TO SEE THE BENNY HILL-CLASS HUMOUR RIFE THROUGHOUT"

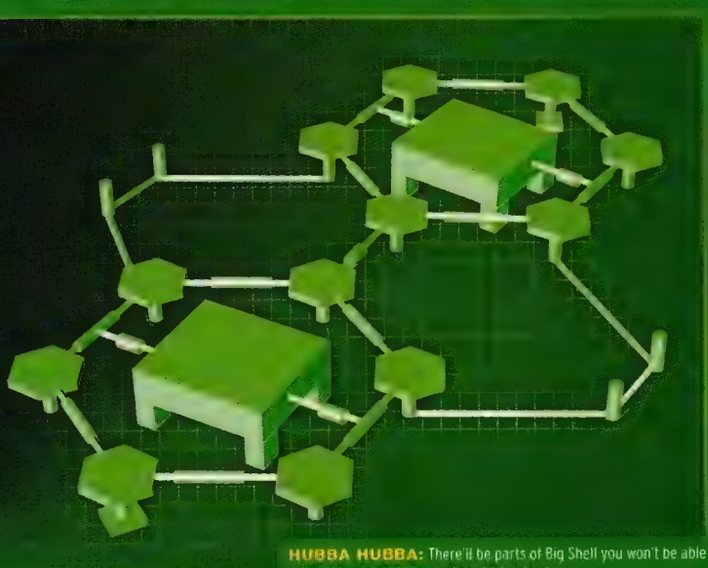
melt, distract someone by clattering an empty clip against the pans behind them or *ease* your thumb against ⊗ for a more precise shot.

It's these details – not just the cut-scenes and plotting – that make *MGS2* the most cinematic game ever, simply because of the variety of ways to play. Yes, it's possible to shoot a guard in the knees and elbows, then watch him squirm away in a trail of arterial gush, but that's the boring option – like playing Arnie in Commando when you could be Bruce Willis in Die Hard.

Anyone who remembers Kojima-san's cheeky smirk won't be surprised to see the Benny Hill-class humour rife throughout, from guards downloading smut off the Net to Snake's infamous 'interaction' with *those* posters. In one touch of genius, scattering a paper trail of FHMs behind you – canny licensing – encourages the guards to stop for a quick browse. Kojima-san's simply ahead of you every step of the way – in one section, you'll find yourself slithering about on guano – bird shit. Think you can catch him out by taking potshots at the loose-bowelled pigeons responsible? Just wait until you start getting the outraged Codec messages.

WELL, OIL BE DAMNED

As you'll know from the demo, the first part of the action takes place on the boat that's carrying Metal Gear Rex. Things take a different direction when you end up at Big Shell – a mid-ocean industrial platform. After the gorgeous detail of the boat, the oil complex's utilitarian interior's a bit of a disappointment, though.



HUBBA HUBBA: There'll be parts of Big Shell you won't be able to reach – some of the struts get wiped out.

MISTY EYED: Move into Big Shell from the cold air outside, and condensation appears on the screen.

STRAIGHT TO SHELL: You'll have to indulge in some *Tomb Raider*-esque swimming sections.

If you've played the demo, you'll already be familiar with most of Snake's new abilities – the diving roll, the hold-up, the pin-point accuracy of first-person mode – but later on, other skills become vital. So – minor spoiler here – in certain areas, you don a guard's uniform to avoid detection, since some guards will trigger an alert if they don't report in. Also new is the Coolant Spray – handy both for disarming bombs and reviving unconscious enemies. This raises an interesting question – is it possible to complete the game without offing a single guard? Well, with the new tranq-equipped version of the sniper rifle we reckon it is – but there's an even more enticing prospect for the truly devoted. Crank up the thermal imager, and you'll notice that some guards have glowing dog tags. Hold up these unlucky muppets – usually by aiming a rifle at their groin – and they'll hand them over. There are over 100 in the game – get enough, and you'll find

INSIGHT

- By punching ⊞ on the title screen, you can hear blasts from Snake's gun.
- It won't spoil your enjoyment by revealing this, but once you beat the game the title screen turns blue.

NIGHT FEVER: As in the original, the NVG options invaluable for picking out any potential trouble in the dark.

POOP DECK: These filthy gulls make the decks treacherously slippy, but you'll get rapped for killing them - like the rats in *MGS1*.

WEAPONS AND ITEMS

Here's a near-complete list of stuff you'll find in the game – without revealing the hidden things that could spoil anything for you. You'll discover some old favourites, as well as some completely new hardware – there aren't as many new weapons as in the original *Metal Gear Solid* though.

CIGARETTES
You start the game with these – good for steadying your aim and can be used to reveal invisible infrared sensors. They *will* drain your life if you keep them equipped too long though.

CARDBOARD BOX
Hide from your enemies. Box A ■ Box B ■ Box C Box D ■ Box E ■ Wet Box

COOLANT SPRAY
Beautifully diverse – it can be used to freeze bombs, scatter bugs, wake up anyone who's asleep *and* temporarily blind enemies. Snake's Swiss Army tool.

BOOK
Not actually books, but copies of FHM you'll find hidden throughout the game. They feature pictorals of models, and are a great way to distract an enemy – just drop one on the floor and they'll kneel down to read it.

BODY ARMOUR
Reduces the damage you take by half.

SENSOR B
Use this to detect bombs.

AKS
You'll find this in Big Shell.

MINE DETECTOR
This is easy to locate.

NIKITA
Aah... guided missiles. Everyone remembers this from the first game, right?

N.V.G. (NIGHT VISION GOGGLES)
Essential for opening up those dark areas.

THERMAL GOGGLES
You won't find these until you've beaten Olga.

AKS-74U
We're not telling you exactly *when* you'll need this, but it's essential for certain battles.

SHAVER
You'll need this to get hold of one of the other items on this page.

SECURITY CARDS
■ Level 1 ■ Level 2 ■ Level 3 ■ Level 4 ■ Level 5

M.D. DISC
Not required until much later in the game.

DIRECTIONAL MICROPHONE
Essential for listening in on key conversations.

RPG-7 GRENADE LAUNCHER
Watch this beauty fly and... boom!

SVD ASSAULT RIFLE
This is another new weapon, replacing the FA-MAS rifle from *MGS1*.

HAND GRENADES
Needs no introduction.

PSG-1 SNIPER RIFLE
Another classic weapon – but now with a new variation...

SOCOM
Send the enemy to sleep at a distance.

C4
This stuff's designed to blow open any of the lockers you find locked.

DIGITAL CAMERA
Use this to get as many 'good' pictures as possible. Getting all of the 'good' pictures may unlock something rather special...

CLAYMORE MINES
Replenish your stock by using the Mine Detector in certain locations.

STINGER MISSILE LAUNCHER
Comes into its own against certain bosses.

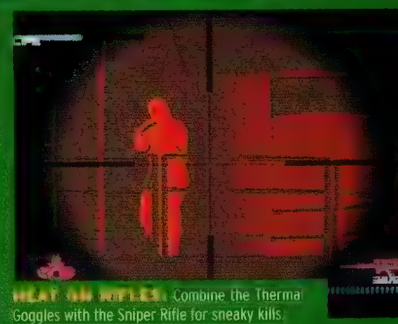
some familiar hidden extras. Thanks to the 'Get Your Name In *MGS2*' competition run by Konami a few months ago, you might even run into a member of the PSM2 team. Be gentle with us.

The camera makes a welcome return, as do the wigs from the VR Missions on PSone – perfect for arty photoshoots with dart-speckled flunkies.

Right. If you don't want to spoil *anything* about the plot, stop reading now. Come back in a couple of paragraphs, if you like. One major revelation – visible, if you look close enough at the Tokyo trailer – is that the action doesn't all take place on the tanker. After the first half-hour or so, things move on to a sort of oil rig known as Big Shell. It's here that you encounter most of the new characters, all mean buggers tinged with the same sense of tragedy as the likes of Sniper Wolf and Vulcan Raven. The pacing's perfect – for every epic confrontation, there's a comic moment, and for every lengthy bit of exposition there's a huge gun battle. Most games would be lucky to have one classic 'moment' – a scene that you can reminisce about in the pub. *MGS2* has one of those nearly every hour. The 'meeting' with the President's

"MOST GAMES WOULD BE LUCKY TO HAVE ONE CLASSIC 'MOMENT' THAT YOU CAN REMINISCE ABOUT IN THE PUB. MGS2 HAS ONE NEARLY EVERY HOUR"

GLAMOUR POSE: The camera mode lets you indulge your more 'artistic' side. Getting top shots unlocks an ace secret...



HEAT GOGGLES: Combine the Thermal Goggles with the Sniper Rifle for sneaky kills.

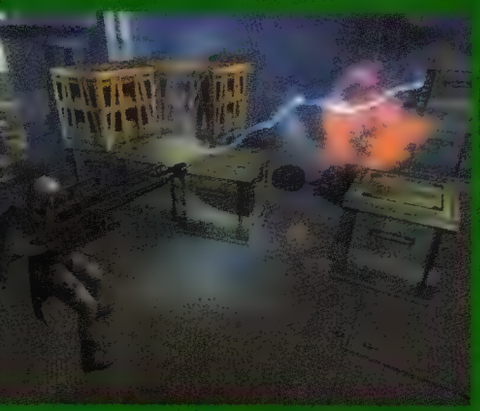
"FOR EVERY EPIC CONFRONTATION, THERE'S A COMIC MOMENT, AND FOR EVERY LENGTHY BIT OF EXPOSITION THERE'S A HUGE GUN BATTLE"

The pacing of the game owes a huge debt to contemporary action films. Our only real complaint is that, occasionally, Snake's fortune cookie philosophy can get on your nerves.

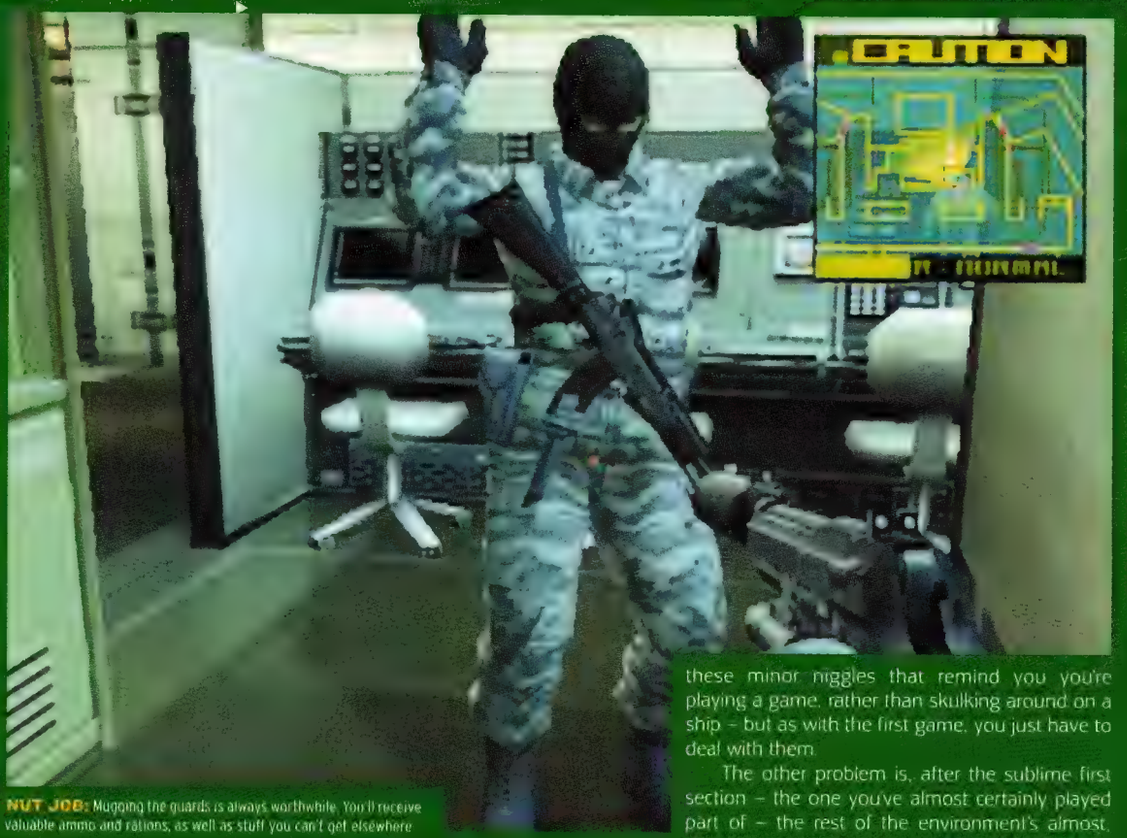
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

DEBRIS HARRY: Fortune uses her Railgun to bring down the ceiling on your head. Just as well, because she's not a great shot.



CRACKLE AND HIDE: Some boss face-offs, like this one with Fortune, demands patience. It's more a war of attrition.



NUT JOB: Mugging the guards is always worthwhile. You'll receive valuable ammo and rations, as well as stuff you can't get elsewhere

"FOR ALL THE CAREFULLY-CONSTRUCTED REALISM, IT SEEMS ODD THAT YOU CAN NEGATE AN ALERT JUST BY LEAVING AN AREA AND THEN IMMEDIATELY RETURNING"

MINORITY REPORT: Typically, everyone's after Snake, including the marines on the ship who're protecting Metal Gear Ray.

already gone down in PSM2 legend.

Really, you must stop reading now if you don't want to spoil it. On Big Shell, there're two fairly fundamental changes to the gameplay. One involves Snake's radar – but the other one? No. We can't do it. Suffice to say, it dwarfs the Barry's-the-traitor moment in the first *Resident Evil*, Blanka's ending from *Street Fighter 2* and that tear-jerking moment midway through *Final Fantasy 7*. In terms of atmosphere and emotional involvement, *MGS2*'s easily the equal of any other game. Except for one *tiny* niggle.

For all the carefully-constructed realism, it seems odd that you can negate an alert just by leaving an area and then immediately returning. Conversely, it's annoying that guards return to their posts even after you've shot them, stuffed them in a locker and chucked it in the sea. It's these minor niggles that remind you you're playing a game, rather than skulking around on a ship – but as with the first game, you just have to deal with them.

The other problem is, after the sublime first section – the one you've almost certainly played part of – the rest of the environment's almost, *almost* anti-climatic. Every room of the tanker's uniquely detailed, but Big Shell's much more uniform in design: all steel beams and pipes.

After the rumoured finale against an Empire State-climbing Metal Gear Ray, it's a minor disappointment that the action never strays near New York. Other set-pieces seem over-familiar – there's an almost exact reprise of the 'Guide-the-Nikita-missile-over-the-electric-floor' scene from the last game. It can't *quite* match the invention of the first *MGS2* – there's nothing to compare to the fourth-wall-shattering revelation of how to beat Psycho Mantis – but that's a reflection of how far ahead of the game Kojima was years ago.

The plot almost becomes too unwieldy at ▶

INSIGHT

- David Hayter, the American voice of Solid Snake, is lead screenwriter on the forthcoming X-Men 2 and The Incredible Hulk.
- Try pressing ○ when Snake's talking to women on the Codec screen for a touch of his roguish charm.

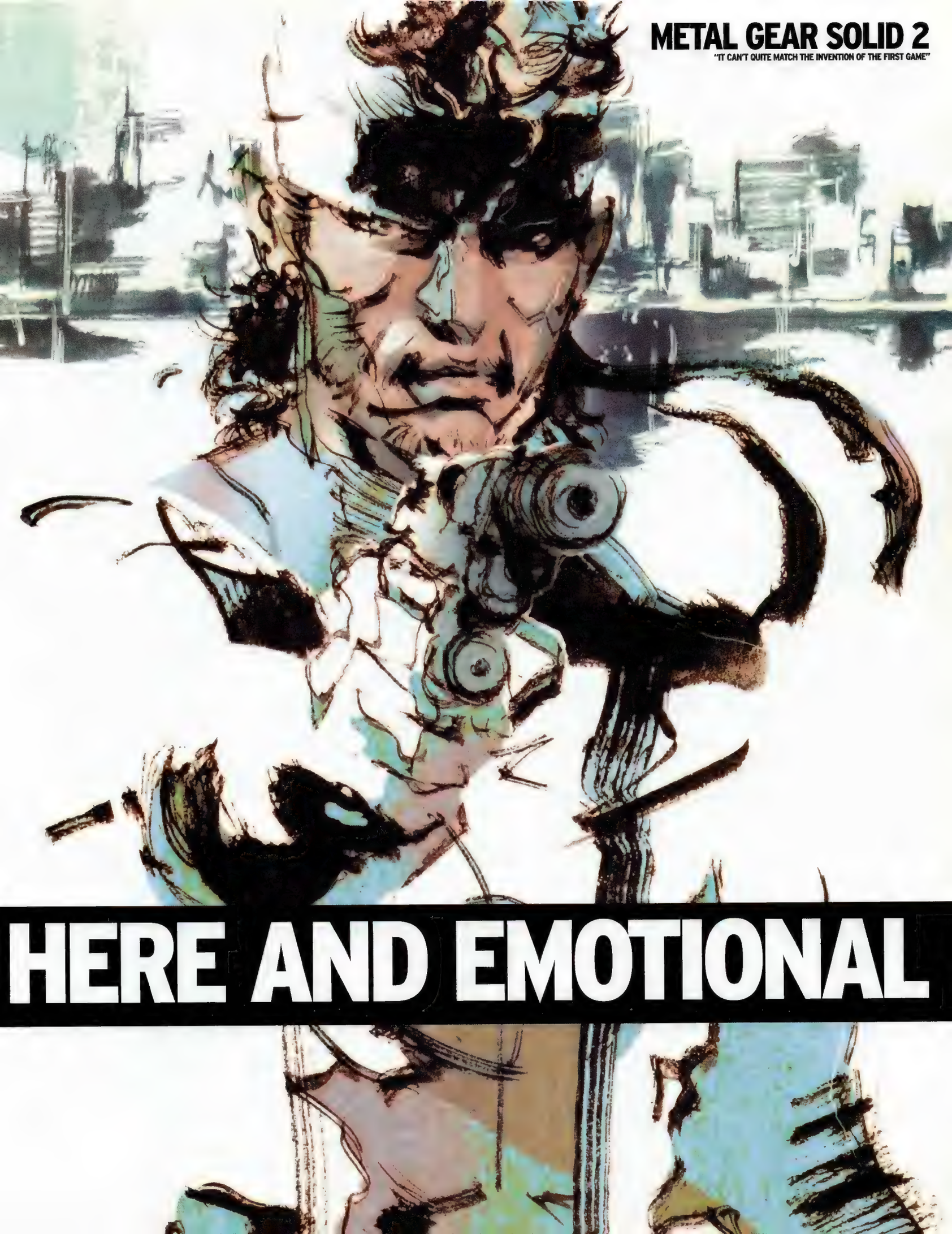
"IN TERMS OF ATMOSP

INVOLVEMENT, THIS IS THE EQUAL OF ANY GAME"

We go a long way back with videogames on every kind of console, and this is a defining moment in the history of games. It takes you in and demands every drop of your attention from the very beginning.

METAL GEAR SOLID 2

"IT CAN'T QUITE MATCH THE INVENTION OF THE FIRST GAME"



HERE AND EMOTIONAL

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

KEY:
- Love interest
- Related
- Friends
- Allies

COVERT OPERATIVES

"The world isn't big enough for three Snakes..." Here's your easy-to-follow guide to everyone linked to *MGS2*.

VULCAN RAVEN
Gatling gun-wielding eskimo shaman from *MGS1*. Look back at the E3 trailer, and you'll see what looks like his shadow on the wall... leading up to one of our favourite moments in the game.

GRAY FOX
Otherwise known as Ninja – taken hostage by Outer Heaven, and rescued by Solid in the Zanzibar incident.

BIG BOSS
Solid, Liquid and Solidus' clone-father. Presumed dead at the end of *Metal Gear 2: Solid Snake*.

NINJA
Back by popular demand – but not Gray Fox, who got his head squashed by Metal Gear Rex at the end of the first *MGS*. We *could* tell you who it is, but then we'd have to kill you...

LIQUID SNAKE
That's his voice at the end of the trailer on our DVD – in case you're wondering, the posh-nik accent's down to the fact that he spent his formative years training in Britain. No surprise that he's a bad guy, eh?

SOLID SNAKE

SOLIDUS
Liquid and Solid's other clone-brother – otherwise known as George Sears, the 43rd President of the United States.

MERYL SILVERBURGH
Like Olga, trained since birth to become a soldier – although in one ending of *Metal Gear Solid*, she dies. As to whether she pops up in *MGS2* – all we're telling you is that it's possible to find one of her dog tags...

OTACON
Part of Philanthropy, and the new Codec mainstay for Snake. He's also got a new love interest to replace the now-dead Sniper Wolf. His codename's short for Otaku Convention – the kind of fanboy Manga event he frequents.

SNIPER WOLF
We gasped when she shot Meryl, cheered when she got a taste of her own medicine, and whimpered slightly when Otacon tried to save her. Sniff.

ROY CAMPBELL
Ex-commander of Fox-Hound, confidante of Solid and uncle of the lovely Meryl.

OLGA
You've seen her in the demo - but whose sprog's she carrying? That'd be telling...

REVOLVER OCELOT
After Gray Fox chopped his hand off in *MGS*, he had Liquid's arm grafted on instead – which gives him a funny turn whenever Snake strays too close.

COLONEL SERGEI GURLOKOVICH
Olga's dad, and the leader of the Spetznatz group aboard the tanker. Allied with Ocelot at the start, but... well, you know Ocelot.

EMMA
A teenage girl with a pet bird – she almost takes over Meryl's role in certain sections, including an ace sniping bit. Think you can foil Mr Kojima by tranqing her out? Tch.

FORTUNE
So named because bullets always seemed to miss her. As for all our earlier speculation – we can tell you that she's related to *someone* on this page.

LT SCOTT DOLPH
The leader of the marine group aboard the tanker – though he's got somewhat closer ties to a certain member of the cast. Named, incidentally, after Konami's US product manager.

VAMP
Have the bandages ready – Vamp goes mental at the scent of blood. He's one of the trickier bosses, since he can predict your moves if you lock onto him.

RAIDEN
No relation to Christopher Lambert, or anyone from *Mortal Kombat* – Raiden was one of the silhouettes leaked from McFarlane Toys months ago. He's vitally important to the plot, and one of the game's biggest surprises revolves around him – but don't try to find out why before you play. Trust us.

UNEASY ALLIES

And here's a key to the organisations they're linked to...

FOX-HOUND
A secret special forces unit employed by US Government. Snake was originally a member, until Big Boss betrayed the unit in *Metal Gear*. Snake was re-enlisted by new commander Roy Campbell for *Metal Gear 2*, but both men left for good afterwards, leaving it open to take over by Liquid Snake. Not to be confused with FoxDie, the popular genetic virus.

LES ENFANTS TERRIBLES
Literally 'the terrible children', a project Liquid Snake cites in *MGS* in which Big Boss's genes were used to create super-soldiers – the products being Solid, Liquid and Solidus.

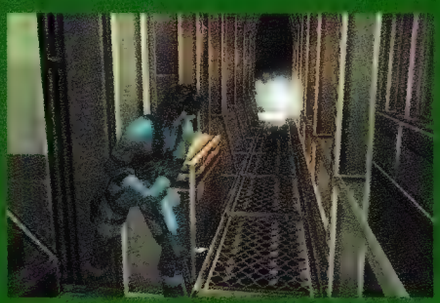
OUTER HEAVEN
A military nation in South Africa established by Big Boss, responsible for the creation of Metal Gear. Also the setting of the first *Metal Gear* game, in which Solid rescued Fox Hound operative Gray Fox.

ZANZIBAR
The kidnappers of Dr Kio Marv, inventor of the Oilix microbe. Infiltrated by Snake in *Metal Gear 2*, employers of Fox-Hound renegade Gray Fox, and founded by... yes... Big Boss.

HUMAN GENOME PROJECT
An international 13-year effort begun in 1990 to discover and study all of the human genes. In *Metal Gear Solid*, Dr Naomi Hunter claims the findings of HGP were used to create the army of genetically enhanced "Genome Soldiers." See the real organisation's website at *www.ornl.gov/hgmis/*

PHILANTHROPY
Solid Snake and Otacon's new UN-affiliated organisation whose purpose is to expose military secrets. Or is it? Or *IS* it? Etc, etc...

SPETSNAZ
Russian special forces, and the employers of Olga, the Colonel and Ocelot.



LOOK AND LOAD: As you progress through the game the odds become heavily stacked against Solid 'Dave' Snake.

A FAREWELL TO ARMS! There isn't much love lost between Ocelot's new limb and Snake. Which is kind of creepy.

▶ times, abandoning the strong characters for countless double-crosses and political intrigue. Remember the vaguely preachy tone the first *MGS* took every time it started talking about genetics and nuclear weapons? Kojima *still* can't resist the temptation to wax philosophical in sections where you just want to blow up giant robots. Still, you can't fault a game for being ambitious when it succeeds in almost every respect.

Let's be honest – you're going to buy *Metal Gear Solid 2*, and if there's a game worth buying on import, if you've an NTSC machine, it's this one. Not only does it decrease the chances of some cretin ruining all the plot twists, but it'll soothe your nerves in this time of impending console war. It's arguably the best game ever and it's already redefining what games are supposed to be like. Unbelievably, it's worth all the carefully-engineered hype, and even naysayers can't deny that it offers frightening replay incentives.

And that plot twist? Love it or hate it, we'll tell you now – you're never going to look at Hideo Kojima in the same way again.

Either get an import version in now, or get ready to submerge until this coming February.

INSIGHT

- Try knocking out some of the main characters with tranquilliser darts for entertaining results.

SPOILED SNAKE

Look. We're still not going to spoil the game, but we'll give you a clue about the most important revelation. Three of them, in fact. Get a mirror if you're *really* sure about this.

- The theme of the games supposed to be passing on knowledge to future generations.
- It snakes like Han Solo or Heroes. There's a Darth Vader and a Luke Skywalker in the game too.
- Watch all the trailers – try to work out who Snakes speaking to in all the off-screen exchanges...

PLISSKEN'S CHOICE

1. **METAL GEAR SOLID 2**
An instant classic – the only worry now is what we'll get so excited about again.
2. **DEVIL MAY CRY**
Relentless two-gun sword-swinging action – a bit one-note compared to the dramatic highs and lows of *MGS2*.
3. **AGENT UNDER FIRE**
Countless elements 'influenced' by *MGS2* should keep you going until February.

PSM2 VERDICT

GAMEPLAY
- Perfect blend of stealth and violence, beautifully linked together.
- Guards who reappear if you go back to an area – why?

GRAPHICS
- Some of the most detailed and lifelike on PS2.
- Makes most of your other games look rubbish.

SOUND
- Radio chat, shooting and disturbingly emotive music.
- "Snaaaake!" it grates after your fifth death.

LIFESPAN
- Cameras, dog tags and extras provide plenty of replay value.
- The main game only lasts about 10-15 hours.

OVERALL
Near perfectly balanced and worth every bit of the hype. If you deny yourself this, there's something slightly wrong with you.

96

SOLID GOLD

'CHICKEN'
The Art Of Driving #3
(December 2001)

BURNOUT

"The game that leaves GT3 standing."
PSM2 October 2001

Criterion
GAMES

www.ACCLAIMuk.com

www.theartofdriving.org

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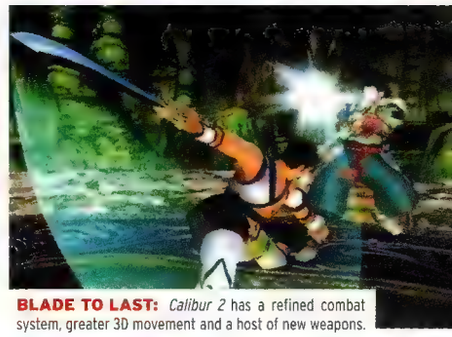
PlayStation®2

MOTO VROOM GP: Capcom's cel-shaded racer hasn't been confirmed for UK release - *yet* - but looks different class.

SOUL'S CALIBRE: Hailed by many as superior to the *Tekken* series, *Soul Calibur's* a welcome PS2 convert.



BLADE TO LAST: *Calibur 2* has a refined combat system, greater 3D movement and a host of new weapons.

>HARDWARE NEWS ハードウェアニュース

ONE MILLION REASONS

Seven-figure sales, a £199 price tag and enough heart-stopping new games to shatter a cardiogram. *Soul Calibur 2*, *GT3 Concept Racer* and *Auto Modellista* are the crest of a gaming tidal wave...

PS2's sky-rocketing into the New Year, with Sony confirming landmark sales, and publishers worldwide unveiling a tantalising new line-up of games. Speaking exclusively to PSM2, Sony's UK PR Manager Jonathan Fargher confirmed, "We'll shortly be announcing the sale of a million PS2's [in the UK]. A tremendous achievement in little over a year."

As we speak, developers are showcasing next year's killer titles, giving gamers no chance to recover from the current surfeit of AAA titles – including *Tony Hawk's Pro Skater 3*, *Grand Theft Auto 3* and *Pro Evolution Soccer*.

At the recent Tokyo Motor Show, stunned attendees were treated to a glimpse of *GT3 Concept* – a supercar update of the world's greatest driving game. Yamauchi's latest features concept motors such as Toyota's Pod, Nissan's R34 M-spec and Honda's Dualnote Style. Currently scheduled for exclusive Japanese release – on New Year's Day for just ¥3,200 (£18) – the game should eventually hit the UK in Easter 2002. Despite a limited number of circuits, old favourites Tokyo and Midfield Raceway are set to return.

Gaming legends Capcom have revealed two stunning new titles: cel-shaded on-line racer *Auto Modellista*, and *Dino Crisis Gun Survivor 2*, featuring monsters new to the series. While neither game has been confirmed for UK release, we suspect it's only a matter of time before the green light.

Most excitingly, Namco have unveiled *Soul Calibur 2*, a graphically astounding sequel to the beat-em-up arcade classic. Old favourites Mitsurugi, Astaroth and Ivy return, with new characters including female warrior Talim and Sophitia's sword-

"NAMCO HAVE UNVEILED SOUL CALIBUR 2, AN ASTOUNDING SEQUEL TO THE BEAT-EM-UP ARCADE CLASSIC"

"STUNNED ATTENDEES AT THE TOKYO MOTOR SHOW WERE TREATED TO A GLIMPSE OF GT3 CONCEPT"

PODS AND ROCKERS: Yamauchi wanted to reward loyal *GT3* fans - Toyota's funky POD is just one offering.

TRACK TO BASICS: Sadly, the game'll only feature a limited selection of circuits - hence the low, low price.

wielding sister, Cassandra. There'll be no interactive backdrops like *Tekken 4*, as the developers want to focus on the purity of combat – enhancing the weapon-based attack system for full 3D movement. Though reputedly easier to pick-up-and-play, the new combat system will offer the immaculate learning curve and balance of old. Expect a PS2 release in Autumn 2002. Heihachi Mishima, your time is up.

PSM2 RECKONS *We're not normally given to such unconditional displays of optimism, but what the hell, it's Christmas. The team's so benevolent, Marcus has even taken the* Army Men *manuals out of his dog basket. Expect an unrivalled report on PS2's 2002 line-up next issue – 'til then, glasses raised for a bloody good gaming Christmas. Cheers.*

OPEL FRUITS: Some of the cars aren't spectacular looking, but offer unrivalled, gutsy performance.

BUMPER ISSUE: Not a true sequel, just a blinding sideways step - and *GT3's* looking even better than ever.

TONY HAWK'S 3 ON-LINE

Leap the pond with our easy guide to thrashing Americans at their favourite game.

New to this on-line business? Games should be played with mates in pad-throwing range, shouldn't they? So thought PSM2, underestimating the appeal of playing Graffiti across continents and exchanging such ribaldry as 'Attention Americans: You're rubbish' via the magic of technology. Still, we're on-line now – so here, for the benefit and convenience of Luddites everywhere, is our simple guide to how it's done.

What You Need:

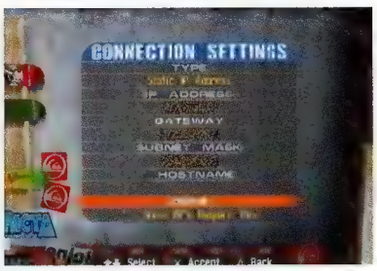
- A USB Ethernet Adapter – they'll set you back about £35. Activision have given us a list of those they recommend:

LinkSys EtherFast 10/100 USB Network Adapter USB100TX
D-Link DSB-650TX USB ETHERNET ADAPTER
SMC EZNET-USB 2202 USB
SOHOware 10/100 Mbps USB Network Adapter NUB100

- Some form of connecting to the Internet. A dial-up modem *might* work, but it's slow and potentially expensive. At the moment, we'd only recommend connecting via an existing Broadband connection.
- A modem. If you've hooked up to a Broadband provider like, say, BT, they'll have given you an ADSL modem in a box that can be plugged into your PS2.

1. Plug your Ethernet Adapter into one of the USB ports on the front of your PS2 – it doesn't matter which one, and you can use the other to plug in a USB keyboard for ease of taunting Americans mid-game.

2. At the back of your computer, you'll find a Network Interface Card or Ethernet port that looks a bit like this. Remove the Ethernet cable coming out of the back and plug it into the USB adapter. Your PS2's now linked to the Internet.



3. Load up *THPS3* and go to Network Setup in the options menu. Use the Auto-Detect feature in the Connection Settings menu to work out all the tricky stuff. You'll need to enter a Static IP Address manually if you're behind a firewall. Erk!

4. Go to Network Play in the main menu, and enter your connection type as Internet, and pick a region. Either join a server or start one of your own. Get in! You're on-line! Let the taunting commence.

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

According to our trusty industry source, Sony are only months away from launching a bona fide Platinum range of budget price AAA quality titles to commemorate the sale of one million PS2s in the UK. Our agent couldn't confirm the full list of titles, but we've been confidently informed to expect such goodies as ***Ridge Racer 5***, ***Tekken Tag Tournament*** and – stone the crows – ***SSX*** for a measly 20 notes each. Watch the shelves in January 2002.

RELIABILITY 8/10

PSM2 RECKONS *In fairness, a short-sighted Icelandic pensioner could've seen this coming – the Platinum strategy was critical to PSone's mass-market appeal, and Sony will be keen for repeat success.*

Word reaches us that SCEA – Sony's US arm – are unhappy with ***The Thing***, Vivendi's intriguing survival-horror based on the classic Kurt Russell sci-fi flick. Although London-based programmers Computer Artworks – headed by sideburned visionary William Latham – are deep into development, SCEA have expressed bizarre last-minute concerns, possibly over the commercial viability of the license. The game's still coming to Europe, but probably much later than expected – Easter's currently looking the best bet.

RELIABILITY 5/10

PSM2 RECKONS *If the license was a problem, why didn't SCEA object earlier? Can't they realise – regardless of commercial profile – that* The Thing *is simply a great premise for a videogame, rendering the license irrelevant? Metal Gear's fared perfectly well without big name endorsement. It sounds fishy to us, and we wouldn't be surprised if SCEA are merely flexing their corporate muscle or trying to craftily re-engineer* The Thing's *release date to suit their own schedule – avoiding possible clashes with key Sony titles. Boo.*

Acclaim's Texas-based Iguana studios – they of N64 ***Turok*** fame – are priming two AAA quality titles for release in 2002. The first – no surprise – is a graphically staggering ***Turok*** sequel, utilising the full power of PS2's chipset, while the second – perhaps most intriguingly – is a trouser-ripping ***Jak and Daxter*** beater, ***Jinx***. The game was shown to a select audience at this year's E3 – including PSM2 – and is shaping up like a free-roaming 3D platformer with 'dark' overtures. According to our source, this truly next-generation, big-budget extravaganza, is already three years into development. Cross your fingers, and pray for good things.

RELIABILITY 10/10

PSM2 RECKONS *Not 'if' but 'when', PSM2 will be hands on to deliver the first verdicts of both games. Expect first details in, we expect, January 2002. The jury's still out on 3D platform games..*

All-conquering games wallets, EA, are said to be unconvinced by on-line console gaming and won't develop any compatible titles until the end of the current next-gen machine cycle – approximately 2005/2006.

EA's Vice President of Corporate Communications Jeff Brown said they wouldn't consider on-line console gaming until it was a profitable business model. EA already support on-line PC games – some of which are playable by subscription only. The key difference is that PC users can set up their own servers, relieving the publisher of maintenance costs. Hmmm.

RELIABILITY 7/10

PSM2 RECKONS *Greedy? Yes. Sensible? Maybe. It's hard to see how publishers are going to recoup their investment costs when on-line console gaming is shrouded in such uncertainty. When a sufficient number of gamers have jumped on-board, and there's an established means of payment, expect to see EA chasing the gravy train with pockets flapping. The Americans we've been speaking to can't get enough of it. We applaud Activision for making* THPS3 *on-line compatible, but as they say in business circles, it's not the pioneers who make the money..*

BYTESIZE

JAPAN: Enterbrain are releasing *RPG School 5*, a full-blown 3D RPG creation package, allowing users to create their own environments, characters and stories – replete with adjustable weather effects.

GLOBAL: Grisly survival-horror, *Silent Hill 2* has sold over one million copies worldwide in under a month. To commemorate this success, a new version will be released in Japan on November 23rd featuring a 'Making Of' disc – which, incidentally, is the version coming to the UK. Result.

JAPAN: Sony's second-quarter profits have increased by 98 percent over the same period last year – almost double – due to incredible sales of PS2 hardware and software. Sales profit stood at 4,074 billion yen – about £23m – shifting 4.62m PS2's and 40 million software units. Parp.

USA: *Jet Grind Radio Future* is the Xbox title that PS2 gamers would most like to see on Sony's machine, according to a recent US website poll. Sega's game claimed 53 percent of the vote, while *Buffy the Vampire Slayer* trailed in second, with a 24 percent. er, stake of the pie.

UK: Old-skool lads' mag, Loaded, has slammed 'lazy' games PRs for sidelining the lifestyle press. Departing Editor, Piers Townley, told trade rag MCV, "Instead of pandering to the converted, why not constructively target young men with spare cash in their pockets who might not normally be aware of a specific game? We can open up the market and lift it out

REZ YOUR GAME: Sega's innovative beats 'n' blasting epic gets the limited edition treatment.

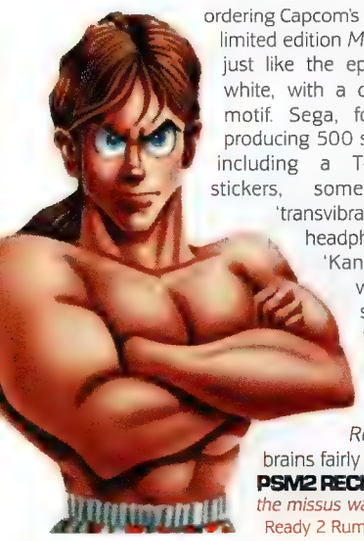
BRIEF ENCOUNTER: Buyers of *Maximo* in Japan will receive a pair of special pants. Bless.

ALL HANDS ON DRECK

Nobody takes tat as seriously as the Japanese. Except us.

Japan – country of Pocari Sweat, Anime – and incredibly obscure game-merchandise tie-ins that we secretly want.

First up, shopping chain Tsutaya will be giving limited edition dog tags to customers pre-ordering *MGS2*, and Konami are also releasing a soundtrack featuring Harry Gregson-Williams' music.



In a similar vein, Otaku youth ordering Capcom's *Maximo* will receive limited edition *Maximo* boxer shorts just like the eponymous hero's – white, with a delightful red heart motif. Sega, for their part, are producing 500 special *Rez* bundles including a T-shirt, wristband, stickers, something called a 'transvibrator' and a pair of headphones. It's called the 'Kanzentousui Set' which translates to something along the lines of 'perfect Intoxication'. Though to be honest, playing *Rez* intoxicates our brains fairly well already.

PSM2 RECKONS *Just when the missus was getting used to the* Ready 2 Rumble *pants, too...*

of the geek community and into the lifestyle arena." Geeks, eh? Well, we'd take Ganryu over Jordan's spam-donglies any day.

› JAPAN: Logicool – the company behind the official *GT3* wheel – are releasing a force-feedback Flight Controller for Asmik Ace's *Sidewinder F*, a 3D combat sim. The controller features hat switches, view control and six programmable buttons for armchair F-14 pilots – a bundle pack'll set you back ¥12,800, though the UK release hasn't been confirmed.

› PSM2'S INFLUENCE フハワヌ

DANCING WITH WOLVIE

The magazine that *makes* things happen.

When we're not directly influencing developers (see 'EA Get Tricky', PSM2# 16) we're reading their brains like cereal packet ingredients. Those of you with a copy of PSM2# 14, kindly refer to our *Tony Hawk's* preview, when we said "Don't be surprised if – you didn't hear this from us – Wolverine gets the skateboard treatment". Three days of intensive play later, and who did our sleep-glazed eyes see glaring back at us? Snikt!

PlayStation.2

FOR THOSE HARD TO REACH PLACES

When a sword or an axe just won't do, then you need to be using something that will. Mastery of the bow is essential if you want to last in the world of Baldur's Gate™. Three and a half million people have experienced the PC version - but this is different, way different. This is 55 levels of frenzied combat. This is character interaction on a scale never witnessed before. This is Baldur's Gate™: Dark Alliance™. Say goodbye to those troublesome foes.

Forget all that has gone before.

Interplay · Black Isle · Dungeons & Dragons · developed by snowblind studios · INFOGRAMES

www.interplay.com/bgdarkalliance

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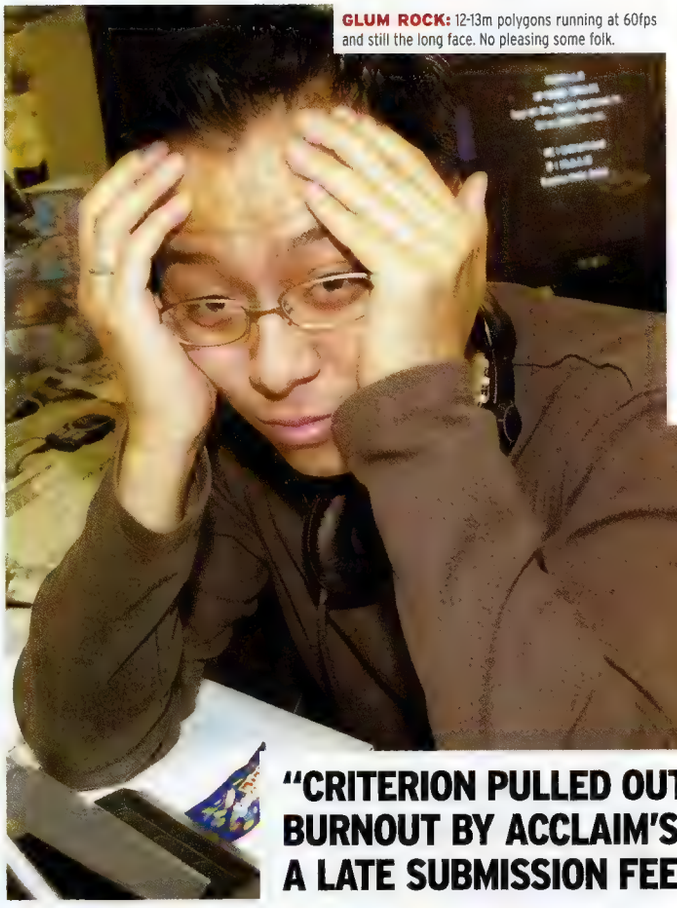
>DEVELOPER NEWS ﾌｧｲﾅｽ

CRITERION BEAT THE CLOCK

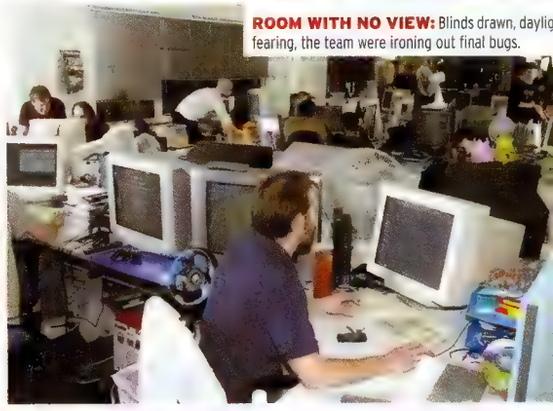
Problem's sleeping? Try games development. We joined Criterion studios at the end of a 37-hour shift with submission deadline looming.

Talk about leaving it late. With callous disregard for sleep, fresh veg and sanity, Criterion pulled out all the stops to finish *Burnout* by Acclaim's final deadline, avoiding a late submission fee of £50,000. Why the long face, chaps?

Most excitingly for us – not the poor souls here – Criterion are almost definitely planning a sequel. "We've had some *very* interesting discussions with Sony," revealed Criterion's Alex Ward, shortly before collapsing into a bag of crisps.



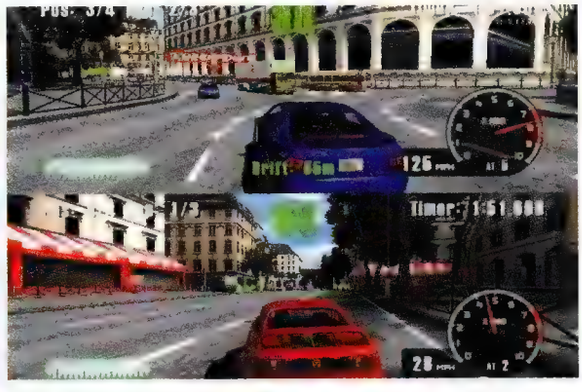
GLUM ROCK: 12-13m polygons running at 60fps and still the long face. No pleasing some folk.



ROOM WITH NO VIEW: Blinds drawn, daylig fearing, the team were ironing out final bugs.

SIGN OF THE TIMES: What a fool! The peace symbol's the other way round... hang on a sec...

"CRITERION PULLED OUT ALL THE STOPS TO FINISH BURNOUT BY ACCLAIM'S FINAL DEADLINE, AVOIDING A LATE SUBMISSION FEE OF £50,000"



BYTESIZE
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> UK: Midas Games have confirmed PS2's first budget titles, the fairly dire *Robot Warlords*, and 'quite-good' *Dynasty Warriors 2*, available on December 7th for £14.99 each. Bargain.
> USA: According to a survey by PlayDate, America's Christmas number one will be – shock, horror – *Metal Gear Solid 2: Sons of Liberty*, edging out THQ's mildly-disappointing *WWF Smackdown! Just Bring it*. Interestingly, no Xbox games featured in the Top 10.

> UK: *GT3* has won the Console Software award in the BAFTA (British Academy of Film and Television Arts) Interactive Entertainment Awards – the videogame equivalent of the Inside Soap Awards – hosted by Phil Jupitus. Squeaky!
> JAPAN: Former Sony employee Dylan Cuthbert – best known for his work on Nintendo's ill-fated SuperFX chip – has started a new development studio, Q-Games, with Kenichi Shimooka – who spearheaded Sony's Net Yaroze program. Their first project hasn't been revealed, but watch this space for details in the not-so-distant future.
> JAPAN: Arika – fathers of the *Street Fighter EX* series – are releasing the first on-line mahjong game for PS2 called *Play Mahjong: Net and Ron*. Don't hold your breath for a UK release...
> UK: *Tekken 4* might be delayed until September 2002. Since Sony already own the publishing rights to *Virtua Fighter 4* and *Soul Calibur 2*, they'll be staggering the release date of Namco's prize fighter to maximise sales.

›JAPANESE NEWS ﾌﾙﾂﾈ

BIKER CHIC

Namco unveil *MotoGP 2* promo queen, leaving *Ridge Racer*'s Ai, well and truly Fukami'd

Meet Hitomi Yoshino – the new face of Namco sports, who's consigning *Ridge 5*'s Ai Fukami to the virtual dustbin. Unlike her ill-fated CG predecessors, Hitomi will be promoting Namco's *entire* sports range – including forthcoming skiing, football and racing titles, such as *Alpine Racer 3*. For now, Hitomi's shiny mug is being used to promote *Moto GP 2*, with blanket coverage over Japanese TV and magazines.

Bizarrely, Namco have given Hitomi a virtual 'identity', possibly endearing her to 'reality-challenged' gamers. For the record, this 18 year-old good-time gal, likes cycling, portrait sketching and – wait for it – making gyoza dumplings. Finally, an imaginary girlfriend you'd take to meet your mum.

PSM2 RECKONS *Ooch, and we thought modelling was bitchy. The previous* Ridge *girls barely lasted a year – and we're not giving Hitomo further than 2003. Even when you're wrinkle and cellulite-proof, it's tough at the top.*

FORCE FEEDBACK: The Jedi Starfighter's a massive improvement on the previous banana ship.

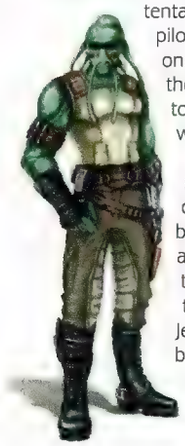
›DEVELOPMENT NEWS ﾌﾙﾂﾈ

READY, JEDI, LOOK

Big George still won't let PS2 owners pilot an X-Wing, but at least we all get to be Jedi Masters this time round.

To tie-in with the imminent arrival of Episode Two: Attack of the Clones, LucasArts have revamped their original shoot-em-up engine, added the evocative prefix 'Jedi' and instantly caused a ripple of excitement throughout the PSM2 office.

Set to merge with the events of the film, the action of *Jedi Starfighter*'s 15 missions revolves around Adi Gallia and her attempts to liberate the planet Feeorin from the Trade Federation. Recognise the name? Well, if you played the original title, you'll know it to be the homeworld of the tentacled-haired Nym. And guess what? The pilot of the Havoc fighter bomber is back as one of four playable characters. So, along with the homesick alien and lady Jedi, you also get to be a Toydarian called Reti and Nym's wingman, Jinkins.



In addition to the new characters and setting there's also been a major overhaul of the hardware. Gone is the day-glo banana that was the N-1 Starfighter, and it's also a fond farewell to the Guardian Mantis too. Instead, you'll get to pilot vehicles like the Zoomer, the Freefall and, of course, the Jedi Starfighter. And it's here, with Gallia behind the controls, that you'll discover the greatest change to the game's mechanics. You see, being a Jedi means she gets a bundle of special attacks to employ against her arch nemesis Captain Cavik Toth. Force Lightning effectively renders opponents unconscious, Force Reflex pulls off a bullet-time sequence where action around you slows, Force Shockwave is, to all extents and purposes, a smart bomb and Force Shield deflects incoming fire. Add the standard laser cannons and photon torpedoes and you're looking at a one-woman army come spring 2002.

PSM2 RECKONS *It's early days yet and we've only seen a handful of concept art shots. But, on the strength of* Starfighter, *this should be a quality Star Wars blaster.*

JONNIE'S FIVE

Every month, PSM2's resident games hound confuses himself for a robot, hugs a butterfly and selects the five greatest items heating the PSM2 news tray at the stroke of deadline. Whatever you think of his choices, just pretend he's *alive*, or... by 'eck... Jonnie? Are you alright? Dis-assemble... DIS-ASSEMBLE. Christ! Someone fetch the pliers!

1. FINAL FANTASY 11 TEASER POSTER

Publisher: Square
Expected:
WHY?
SPECIAL FEATURES:

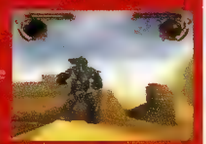
2. NEED FOR SPEED: HOT PURSUIT 2!

Publisher: EA
Expected:
WHY?
SPECIAL FEATURES:

3. KICK OFF 2002

Publisher: Acclaim
Expected:
WHY?
SPECIAL FEATURES:

4. SHIFTERS



Publisher: EA
Expected:
WHY?
SPECIAL FEATURES:

5. GABBY YORATH

Publisher: Take-Two
Expected:
WHY?
SPECIAL FEATURES:

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Devil May Cry™

FROM THE CREATOR OF RESIDENT EVIL

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

プレビュー

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!
トクセンジョウホウ

RESOLUTIONS AND HANGOVERS? NEW YEAR'S ALL ABOUT BARGAIN HUNTING FOR THE PSM2 TEAM.

DUNCAN

We shouldn't really be shocked by the quality of games on PS2's horizon, but, dammit, the sheer number of them has us spinning. As Dan so rightly pointed out the other day, if you've only got £40 to go shopping with between now and January 2002, you're going to be hard-pushed to know where to spend it. Do you go for the instant thrills of *Agent Under Fire* or hold out for *Deus Ex* instead? Tricky disco, unless you're cashed up to the eyeballs.

The quality-rich selection of titles we have in previews for you this month bears this out. Every single one of them potentially a worthwhile buy. Which is why, now more than ever before, you need someone you can trust, flicking you with an advice towel every time your hand strays towards *DNA*. Someone who'll guide you from the first screenshots all the way to the definitive review.

Still, the current trend of excellence proves that if you've just picked up a PS2 you're definitely in the right place at the right time. Makes you wonder, why Sony haven't organised some kind of cross-over advertising with Carlsberg. The best console in the world? Probably. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK JANUARY 2002

WIPEOUT FUSION

Makes F1 look like kiddy-karting. *WipEout* cocks its thrusters into the face of its PSone past and looks set to blast apart PS2.

A CHEST-collapsing dab of the air brakes – **you almost feel the harness cut into the flesh of the fat Brazilian – and you're around the corner and into the closing stretch of the track. Now concentrate, push the constant bleat of the shield warning into the background and focus on the two craft between you and victory...**

An essential power-up hurtles beneath you, the litany "not the photon cannon, not the photon cannon..." rattling away inside your skull. A grasped moment of joy as the voice of your onboard computer calls "missile", and then you're onto the exhausts of your next victim. The targeting system locks, you check your distance, launch and then hug the wall to avoid the spinning hulk that was second place. Milliseconds later you bank into the last corner, dodge into the centre to grab a long stretch of boost chevrons and somehow sling-shot your way past the chequered flag for another gold.

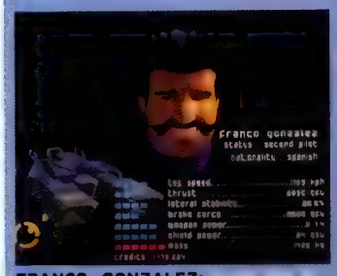
There's no doubting, on the evidence of this typical snap-shot,

TEAM TIME

1

NAMI MISHIMA:

NAOMI TURNER:

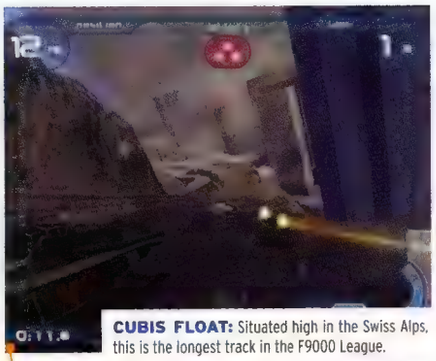


FRANCO GONZALEZ:

DANIEL JOHNSON:

RINGS AROUND THE WORLD

2 The map of the planet is divided up into six different tracks, with the seventh, as is the way with *WipEout*, being set off-world. Get a gold in the first four leagues – Chronos, Rhea, Oceanus and Tethys – and you'll find that you can have a crack at all of the following: Florion Height, Mandrashee, Cubis Float, Alca Vexus and Vohl Square. Only the Australian Temtesh Bay and the alien Katmonda are held back in reserve for the dedicated race-heads.



CUBIS FLOAT: Situated high in the Swiss Alps, this is the longest track in the F9000 League.

ALCA VEXUS: A jungle-based track littered with foliage, Mayan ruins and attractive waterfalls.

VOHL SQUARE: The hip and happening city of Moscow acts as a backdrop for this super-fast track.

that *Fusion* lives up to a legacy of excellent racing titles. Unfortunately, it needs to be something special this time to combat the growing impression that – while technically stunning – the series has done little to commend itself of late.

Take *Wipe3out: Special Edition*. All the best elements of the previous three games put together in a another *WipEout*'. So, you can see why Sony's Liverpool team needed to work overtime to get the jaded gaming public interested in a fifth instalment. And, thankfully, they have.

As with all the earlier titles you're not given everything in the opening minutes. It's a labour of love – a slow unlocking of all the tracks, leagues and hidden teams. But, with *Fusion*, tracks with different characters, upping that 'one more go' factor regardless of your success or failure.

The challenges also add another level of depth to an already packed selection. In these you're given a vehicle, a track and a task to complete. Some see you racing in a crazed dash against the clock while others require you to eliminate at least three other contestants on the course. Each has a different feel and they all prove to be an excellent testing ground and a fantastic diversion instead of a standard, and ultimately dull, tutorial.

Weapons are another element that only reveal themselves one item at a time, ensuring that the game increases in complexity and difficulty with every pass. As a result, when you've finally opened up Vohl Square, you're looking at a field of 16 potentially well-armed opponents, which means taking to the pit lane to repair becomes an absolute necessity. But while the game takes away with one hand, it also gives with the other, as you can now upgrade each of the vehicle's six different attributes. It does mean that things start off on the sluggish side – much like an un-enhanced *SSX* – but the more you win, the more you can invest and the harder and faster you become. Even the ever reliable Fiesar can be customised into a track-chewing thoroughbred with a bit of well-directed cash and thought.

So, even at this premature stage, it's obvious that there's plenty of unlockable depth here wrapped up in a fireproof shell of pulse-pumping action. Now all Sony have to contend with is the stigma that's grown up around this, their oldest franchise. But it's not quite ready for a Stanna stairlift and tartan blanket *quite* yet. **PSM2**

As far as we're concerned, the battle's already won. This is the only futuristic racer you need to spend your money on.

"IT'S A LABOUR OF LOVE – A SLOW UNLOCKING OF TRACKS, LEAGUES AND HIDDEN TEAMS"

PSM2 FIRST PLAY

handsome package that reeked class and... it plummeted out of existence when it hit the charts. It's an instance where a game's been perpetually cursed by its initial success. Once it was *the* thing to be seen playing on PSone, whether at home or lounging in chillout rooms at Ministry of Sound – another perfect example of something once cool being hauled down into over-exposed mediocrity. Now it's invariably received as 'just there's more to excavate than there's ever been before, and the ways and means of picking up weapon and character extras are incredibly rewarding. Want to get hold of a new team? Then you'll have to beat one of its pilots in a straight race. Fancy tackling the early tracks in reverse? Then you'll have to get a gold on each of them heading in the right direction. It's a simple but effective way to keep you hammering away at the unfolding

KEY TO START

3 With every win or high placing in the leagues you earn cash that can then be spent on upgrading your craft. There're six different variables – top speed, thrust, lateral stability, brake force, weapon and shield power – and tinkering with them all can result in some major alterations in the appearance of your vehicle. We've only unlocked a handful so far, but Studio Liverpool assure us that there're 32 different variations hidden away in the game.

WARPED FACTOR:

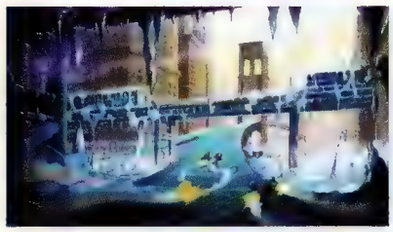
PYRO'S DELIGHT:

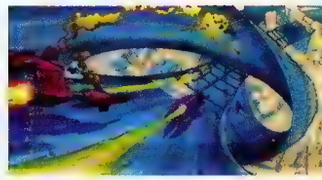
WORK THAT BODY:

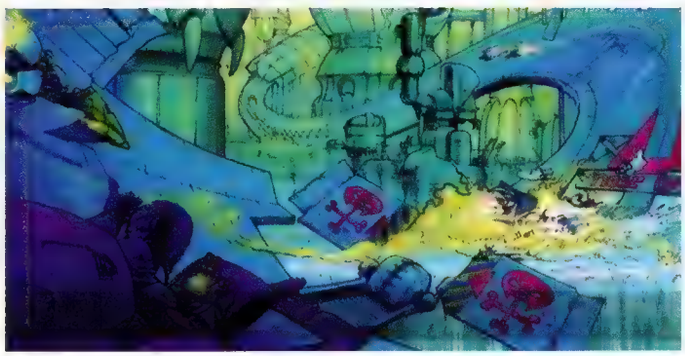
VIVA LA DIFFERENCE:

IMMACULATE CONCEPT

4 Direct yourself toward the Extras menu option and you find a gallery of concept art that slowly grows as you unearth more of the game. It may not be up to the standards of *SSX Tricky*'s DVD extras, but it does give an insight into the amount of work that has gone into designing this overhaul of the *WipEout* franchise.







HANDS-ON VERDICT

5 Other than the disturbing absence of a countdown on the grid, everything else is exactly what you'd expect from a next-gen *WipEout* title. Visual acuity and a seemingly unending round of unlockable features that shout value with every new item.

Our only major point of contention is with the combat system. Launch anything at the vehicle in front and you've got no guarantee you'll be able to get past it once you've successfully crippled it. It takes all your piloting skills and flushes them down the can – the emphasis falls on blind luck. Other than that, this is a welcome shot of the good stuff.

You'll love it because...

It's the ultimate *WipEout*, upgrading the features that made the series such a success in the first place.

You'll hate it because...

You're stubborn. You believe that no matter what the guys in Liverpool do, this is still a creaking dinosaur.

DVD ACTION

We're already working on a blinding new collection of track action for our next issue – on sale December 27.

ORIGINALITY ★★★★★
HANDLING ★★★★
PRESENTATION ★★★

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

- Launch weapons, smash enemy ships up or force individual racers – which you can be racing as yourself. That gives you 32 ways to race.
- Six different racing modes, including Challenge, Time Trial, Race and Head-to-Head for two players.
- 27 unlockable extras.
- Automatic saving of your progress to a memory card.

WHERE IT'S AT...

- The background music is pretty much the same as the last game's. Not a bad thing, but not a good thing either.

EXPECTED UK FEBRUARY 2002

RESIDENT EVIL: GUN SURVIVOR 2

It's definitely survival of the fittest, as Claire Redfield combines callisthenics with carnage in Capcom's brand new arm-aching gun waggler.

CAPCOM have always been an inventive lot. High standards of quality and never a short supply of tweaks and revisions when it comes to making a winning formula even better.

Then came *Gun Survivor* on PSone, which undermined everything *Resi* stood for. Survival horror? Not any more, as *Gun Survivor* turned its back on puzzles, suspense and adventure, and went for leg work and pyrotechnic zombie death instead. So, when the second instalment turned up, no-one rushed to whack it in.

Straight off, though, it's good news for those totally frustrated by the controls of the first game. Everything's received a welcome rethink thanks to a compatibility with G-Con 2, so all the movement can now be handled via the D-pad and the two muzzle-mounted buttons. It's still uncomfortable, but a mile from the 'pull-trigger-to-walk' horror of the original.

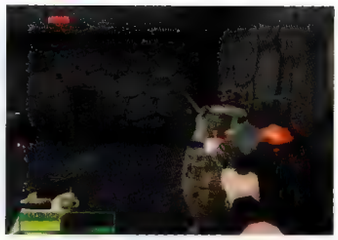
As far as the adventuring goes, there's a lot less to get involved with here. Opt for Arcade mode and you're looking at a blatantly simple round of find key, open door, kill boss. Go for Dungeon mode – our favourite of the three available – and it's up to you to fight your way through a building packed with just about every unfriendly face from the *Resi* series. Not big or complex, but it does have its moments in a simplified *Doom* kind of way.

Claire Redfield and Steve Burnside from *Code: Veronica X* feature, but, thankfully, Capcom have rid themselves of anorak boy, Vincent. As a result, you get an extra set of trigger-happy fingers to help you out of trouble. It's not the two-player co-op we'd hoped for but, again, it's evidence that Capcom are never one to let their products stagnate. Which is a good thing. We're just unsure whether this title's a realisation of what the company ultimately want to achieve with the *Gun Survivor* franchise. **PSM2**

Surprisingly tidy for a February 2002 release. Hopefully there'll still be time to get that co-op in there.

"A MILE FROM THE 'PULL-TRIGGER-TO-WALK' HORROR OF THE ORIGINAL"

DVD ACTION
This doesn't look great – which is why we made room for some other stuff on this issue's disc. See it next month instead...



TO THE MANOR SPAWN: Lord Ashton, in his mutant form, turns up as an end of level boss.

NEMER TIME: Big mouth strikes again if you've haven't reached the boss before the clock runs out.

UNDER PRESSURE

1 **The Dungeon mode is by far the most satisfying. No dicking about trying to locate keys, no worrying about your health or how much ammo you have left. Just a frenetic blast through room after room, hunting down Umbrella's minions and trying to rack up the highest score possible. Plus, it works a treat with the DualShock 2.**

BOUNTY HUNTER: Kill some of the bigger foes and they'll cough up coins that boost your score.

HANDS-ON VERDICT

2 **Let's just remember that this is a lightgun game. As such, you'd think it would be easy to play it with... a lightgun. So why is it we found ourselves favouring the DualShock 2 every single time we played? Well, you still can't target specific body parts as in *Time Crisis 2*, so what's the point of waggling your gun at the screen and fumbling with an awkward and unnatural grip when you can have everything laid out in a classic first person shooter style?**

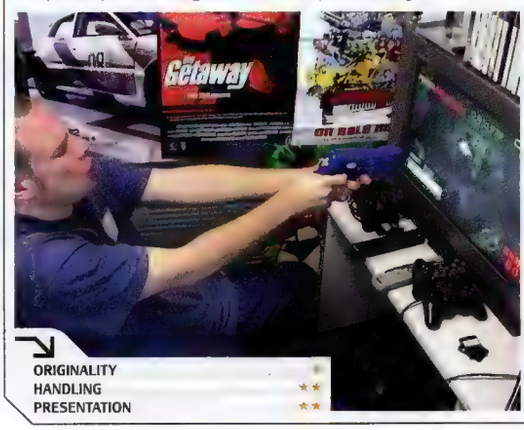
Visually, although there's been a vast improvement over the pixelated mess of the first title, it's still nothing to jump and shout about. There is, however, the fan-boy bonus of being able to go up against all the regulars of the *Code: Veronica* in a first-person kinda way, if that's what you're really looking for.

You'll love it because...

The Dungeon mode makes for an OK FPS even without the lightgun.

You'll hate it because...

If they don't optimise loading times this'll leave you screaming.



ORIGINALITY ★
HANDLING ★★
PRESENTATION ★★

GUN SURVIVOR 2 BIOHAZARD

INFO
- **DEVELOPER** Capcom/Namco
- **PUBLISHER** Capcom
- **GAME TYPE** Arcade

ANTICIPATED FEATURES
- Three modes of attack: Arcade, Dungeon and Ranking.
- Smart NPC partner system that provides covering fire throughout the game.
- A specific time limit set for each level in Arcade.
- When this runs out it's hel-lo Mr Nemesis.

WHERE IT'S AT...
- Just around the corner and, if you're a fan of *Resident Evil*, this might well be the first thing you'll buy at the start of 2002.

PlayStation.2

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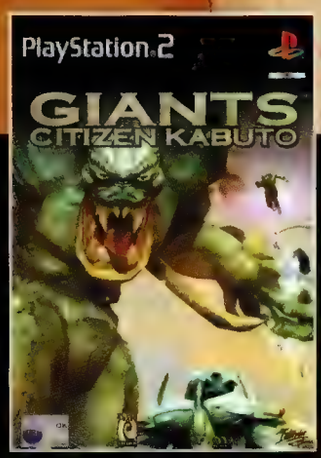
Wouldn't it be cool if you could eat your boss? Or summon a catastrophic whirlwind to throw your bank manager hundreds of feet into the air, so he falls to his gory death? Or shoot the jobsworth bus conductor with a sniper rifle from half a mile away? A safe, cathartic way of releasing the day's pent up aggression?

The international smash hailed by the critics as one of the best PC games ever finally arrives on the beautiful black box. This epic of a game spans over 45 levels in beautiful 3D landscapes, and lets you control three amazing races, who can rip each other apart in various ways. Oh, and did we mention it's got some of the best humour ever to grace a videogame?

After this, you certainly won't attend another aggression management session.

5/5 FHM.com



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EXPECTED UK JAN 2002

HERDY GERDY

It seems a little excessive to utilise such a complex console to produce such a simple pleasure, but Core's latest adventure has both the stunning looks *and* the smart arse.

"OH NO, NO, NO, he's lost them now." Even Phil Drabble's inspired commentary couldn't inject any excitement into the sight of one man and his dog chasing a bunch of apathetic sheep around a field. But then, no tweed-encased farmer ever had to deal with a flock that'd eat him given half a chance. Maybe in the Sky One version, eh?

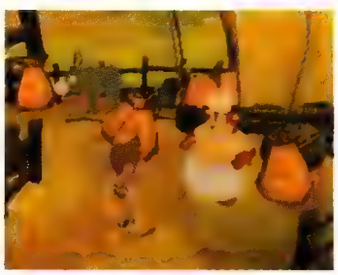
This is the beauty of *Herdy Gerdy*. Playing as the floppy-haired title character – the son of a famous herder – you're only one part of a large, complex food chain. More than 20 types of animal inhabit the game world, and each responds to the others – and to Gerdy's herding methods – in different ways. Gromps chase Gerdy, Grimps annoy Gromps, Doops get eaten by Gromps, and Bleeps simply live to fling themselves off cliffs. It's like *Lemmings* with even more natural savagery – you can almost hear David Attenborough whispering in the

PSM2 FIRST PLAY

"GROMPS CHASE GERDY, GRIMPS ANNOY GROMPS, DOOPS GET EATEN BY GROMPS"

STREAM CATCHER: Handily, Gromps and Grimps - over to the right there - are afraid of water.

STORY SPELLING: The dialogue feels a little 'young' at times - well, would you like to admire his prize?



CARTOON ARMY: The environments are straight out of a Don Bluth animated movie - simply breathtaking.

undergrowth. Even this is misleading, though – where *Lemmings* wasn't much more than a puzzle game with animals instead of funny-shaped blocks, *Gerdy's* more like an adventure that happens to focus on herding.

The game world *feels* epic, thanks to the beautiful combination of cel-shaded characters and lavish, hand-painted backgrounds. Birds chirp in the trees, streams gurgle happily along, and snow falls with perfect particle physics as Gerdy lopes around in his exaggerated stride. Make no mistake – this is the closest you'll come to strolling around a *real* cartoon world. As Gerdy gets more skilful in his quest to become chief herder, he's able to revisit certain environments and discover new areas.

Little surprise, then, that excitable types are already tipping *Herdy Gerdy* to conquer PS2 with the same blend of charm and guile as *Zelda* used on N64. It's certainly ambitious – we just hope the daft name won't put people off a potentially great game. **PSM2**

Expect a full review in the new year. Slippage permitting

PLATFORM SHOWS: Gerdy has to negotiate water, hills and platforms to get around the game's levels.

RING THE COPSE: There're 100 bells scattered around each level. Collect them for... a bigger bell.

HANDS-ON VERDICT

2

On the face of it, *Herdy Gerdy*'s in the throes of a serious identity crisis. Stuffed to the brim with wizened grannies, speccy moles and talkative trees, it seems firmly targeted at an audience too young to appreciate the complex dynamics of the gameplay. In the early stages, there's a painful amount of tuition to slog through, and the dialogue feels a bit childish. As for collecting 100 tiny bells in each level to swap for – ahem – a giant bell... well, let's stick to the herding, eh? Initially, chasing Doops around a field's frustrating, but you'll soon be playing the different species off against each other with practiced ease. There's something surprisingly addictive about trying to beat a rival's penning time – and if it all goes wrong, there's the satisfyingly brutal recourse of letting your herd drown/fall off a cliff/get eaten. Coom by!

You'll love it because...

It's an alternative to the typical hack, slash 'n' spellcast RPG tradition.

You'll hate it because...

Of *that* name. Even Disney films shy away from rhyming titles

ORIGINALITY ★★★★★
HANDLING ★★★★
PRESENTATION ★★★★★

INFO

- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**

ANTICIPATED FEATURES

WHERE IT'S AT...

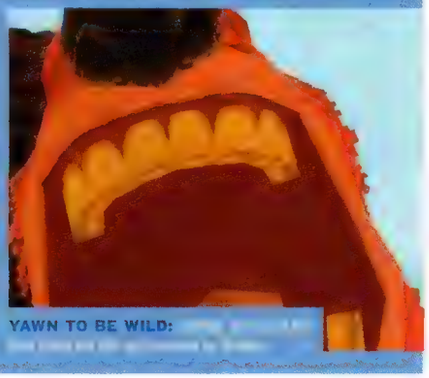
DVD ACTION

We're sorting out our Doops from our Gromps and practising our whistling – we'll have *Gerdy* in action on next issue's DVD.

DOOPS! I DID IT AGAIN

1

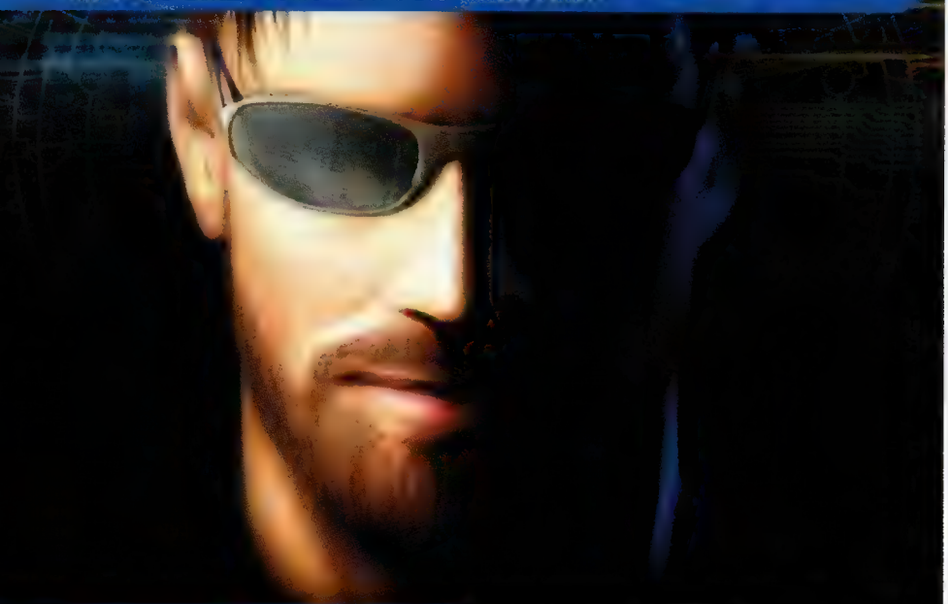
NOTES OF MAY:



YAWN TO BE WILD:

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



EXPECTED UK JANUARY 25

NEWS SCHMOO: Just like Kent Brockman, everything's up-beat for these two smilers.

HOMAGE TO VERHOEVEN

1 Throughout the game you'll watch ABCBS news, where anchors Kate Glosse and Bill Waverly ramble on about the horrors of future LA. "I'm glad ENP technology has come about, Bill, those old guns were really nasty." Robocop and Starship Troopers all the way.

The accident took my legs ... Biotech gave them back!

LAUGH 'N' LOAD: Quick load times mean you only get a few seconds of the ads.

HEADHUNTER

Our first real taste of Sega genius on PS2 features fast bikes, guns, babes and beards... er, hold on...

MEN WITH beards, eh? Noel Edmonds? Oh no. Jeremy Beadle? No, no, no. Chuck Norris? Now you're getting warmer, but you've still a mile to go before you encounter the killer cool of *Headhunter*'s Jack Wade. He's an amnesiac on a mission, a bike-straddling assassin hired to find out who killed the boss of the Anti-Crime Network. And guess who gets to rub his stubble while idling toying with the safety catch on a stimulator automatic? You lucky people.

SLIM SHADY: Hawke's aiming time, thankfully, remains unaffected by his use of the dark glasses.

"THE BEST USE OF DUALSHOCK 2'S ANALOGUE CONTROLS SEEN OUTSIDE MOTOGP 2"

PSM2 FIRST PLAY

Set in an LA of the near future, you're employed by Angela Stern to investigate the death of her father. Chief suspect is the unfortunately named Don Fulci but, as is always the way with third-person action adventures, you can bet the investigation won't be straightforward – especially considering you start *Headhunter* as a captive in a medical research facility...

CRY WOLF: Your investigation starts off hunting down a gang of bikers in the employment of Don Fulci.

Being Sega, the class shines through on all fronts. It's a pleasure to look at, and although the graphics can't distance themselves from their Dreamcast origins, they still put lesser games, like *DNA*, to shame.

The bike sections aren't cut-scenes to cover loading times (which are incredibly fast). They're not linear chases like those of *Spy Hunter*. No, they're a game in their own right. You've got LA in front of you, you've got a superbike and you've got one of the best uses of DualShock 2's analogue controls seen outside *MotoGP 2*. And you receive skill points that you can spend on better equipment and weapons by riding like a mentalist. Like we said, class. PSM2

We should have enough miles under our belts to bring you a definitive review next issue.

DVD ACTION

If you check out the DVD that came with PSM2#16 you can catch our exclusive interview with producer Mark Horneth.

RIDE AND VROOM: White lining it at 233kph through dense traffic. See why we're getting off on this?

JAMMY DOUGHNUTS: Hold the brake on L1, floor the throttle on R1 and enjoy the smoke.

HANDS-ON VERDICT

2 Buggy cut-scenes, glitches with the voice-overs, an obvious homage to *Resident Evil*, those clean colours favoured by Sega's machine and still our enthusiasm remains undented. This is an absolute joy to get involved with despite the fact that the majority of its best elements are lifted from other titles. VR mission straight from *MGS*, 'back-up-and-turn' moves a direct lift from *Winback*. We should be crying about this being a derivative shambles, but we're not. Why? Because any other title would try and mix this lot and end up with a blended madhouse that played like dog. In the hands of Sega it's a fantastic combination of driving and adventure. Perhaps EA and the *Agent Under Fire* team should keep an eye on this.

You'll love it because...
The analogue controls on the bike sections are genius.

You'll hate it because...
Adventure games just aren't your bag

ORIGINALITY	★★★★★
HANDLING	★★★★
PRESENTATION	

HEADHUNTER

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

EXPECTED UK JANUARY 25

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

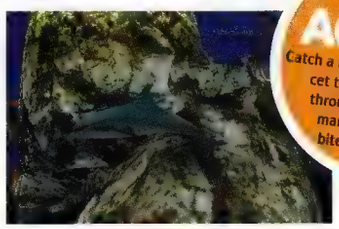
"Click, whistle, eeeeeeep." What's that you say? Sony have tempted you over to PS2 with the promise of squid?

PSM2 FIRST PLAY

DOLPHINS. Fingers covered in blubber and oily skin. Hand 'em a semi-automatic and they'd be mildly interested in how quickly it sinks, but that'd be about it in the gunplay department. So, as far as third-mammal action adventures go you can be sure that this is going to be a shade out of the ordinary for PS2.

Ecco's back from the his 2D days on the Mega Drive, he's looking prettier than Jeri Ryan in a wetsuit and he's going head-to-head with the alien Foe once again. What do you have to do to save the day? Swim about, guzzle fish to keep healthy and solve the problems of your aquatic mates. It's unlike anything that's appeared on a Sony console in the UK and, to Sega's credit, they've made the changes needed to address the faults in the Dreamcast version. **PSM2**

Part of Sega's trinity of titles heading to PS2. We'll be reviewing this, Headhunter and Rez in our next issue..



DOLPH LUNG RUN: He's sleek, he's smart and he can breathe through the top of his head.

DVD ACTION
Catch a load of Tom Baker's dulcet tones as he talks us through the intro, then marvel as we take a bite out of a shark.

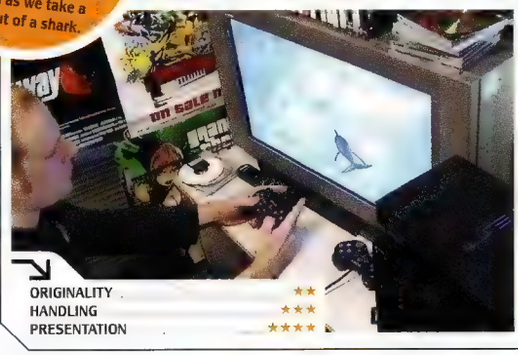
DANGER MOUTH: To earn the Vigour power-up you have to steal it out of the gob of this shark.

HANDS-ON VERDICT

1 We like to be under the sea – not because it offers something truly unique as far as control systems go – but because it's a beautiful place just to float around in. And herein lies the problem that's dogged this game since its creation. It's a free-roaming rarity in a world of tight structures and, as such, it suffers from you still completely losing your way at times. It's better than it ever was on DC, but it's still a central flaw.

You'll love it because...
There's nothing quite like it as far as handling goes.

You'll hate it because...
You'll still spend the majority of your time trying to figure out what to do next.



ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

ecco THE DOLPHIN DEFENDER OF THE FUTURE

INFO
- **DEVELOPER** Sega
- **PUBLISHER** SCEE
- **GAME TYPE** Action Adventure

ANTICIPATED FEATURES
- The ability to learn handy tunes that can turn sharks and make turtles follow you.
- Crystal based advice system.
- Power-ups, like the super speedy Vigor Glyph, that enhance Ecco's performance temporarily.

WHERE IT'S AT...
- It looks tidy seeing as it won't be hitting the shelves for two months.

Top Tones....

Gorillaz • Rock da House	61199	Afro Man • Because I Got High	61223
Britney Spears • I'm a slave 4 you	61225	All Star Line up • Whats goin on?	61282
City High • What would you do?	61198	Destintys Child • Emotion	61264
Shaggy • Dance & Shout	61052	DJ Otzi • Hey Baby	61220
Kylie • Can't Get U Outta My Head	61175	2 Pac • Letter to my unborn child	61261

Pop Tones

61211	Uncle Kracker • *Follow Me*	60047	Bob the builder • *Mambo no 5*
61197	Michael Jackson • *You rock my world*	61255	Limp Bizkit • *Boiler*
61240	Gabrielle • *Don't need the sun to shine*	61194	Alien Ant Farm • *Smooth Criminal*
61170	Victoria • *Not such an innocent girl*	61253	Jennifer Lopez • *I'm Real*
61172	Blue • *Too Close*	61224	Brian Harvey • *Loving You*
61027	Robbie Williams • *Eternity*	61053	Atomic Kitten • *Eternal Flame*
61091	Nelly Futardo • *Turn off the light*	60128	Gorillaz • *Clint Eastwood*
60287	OPM • *Heaven is a Halfpipe*	60185	Shaggy • *Angel*
61311	Limp Bizkit • *Faith*	61322	West Life • *Queen of my Heart*
61288	The Corrs • *Would you be Happier*	61193	Steps • *Chain Reaction*
60163	Wheatus • *Teenage Dirtbag*	61265	Bell+Spurling • *Sven, Sven, Sven*

Dance

61205	Liberty • *Thinking it over*	61231	Mis-Teeq • *One night stand*
61146	Superman Lovers • *Star Light*	61287	Ilo • *Rapture*
61258	So Solid Crew • *They Don't Know*	61074	So Solid Crew • *21 seconds*
61235	The Streets • *Has It Come To This*	61373	Wideboys • *Sambucca*
61005	Pied Piper • *Do you really like it*	60169	Craig David • *Can you fill me in*
61289	The Ones • *Flawless*	61316	Daft Punk • *Harder, Faster, Stonger*

R'n'B

61236	Usher • *You got it bad*	61241	Lisa 'Left Eye' Lopes • *Block party*
61064	Eve • *Let me blow your mind*	61050	Wyclef Jean • *Perfect Gentleman*
61181	Mary J Blige • *Family Affair*	61254	Kelis • *Young, Fresh 'n' New*
61037	Destinys Child • *Bootylicious*	61272	D 12 • *Fight Music*
61016	Usher • *You Remind Me*	61067	Missy Elliot • *One minute man*
61043	D 12 • *Purple Hills*	60034	Eminem • *Stan*

XmasTones

61302	Jingle Bells, Jingle Bells
61306	Rudolph the Red Nose Reindeer
61307	Silent Night
61310	We wish you a merry christmas
61308	Frosty the Snowman
61298	Good King Wenceslas
61294	I'm Dreaming of a White Christmas

The following Nokia handsets can receive both tones & graphics: Nokia 3210, Nokia 3310, Nokia 61xx series, Nokia 62xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000 / 9110 Nokia 5 xxx series can receive graphics only

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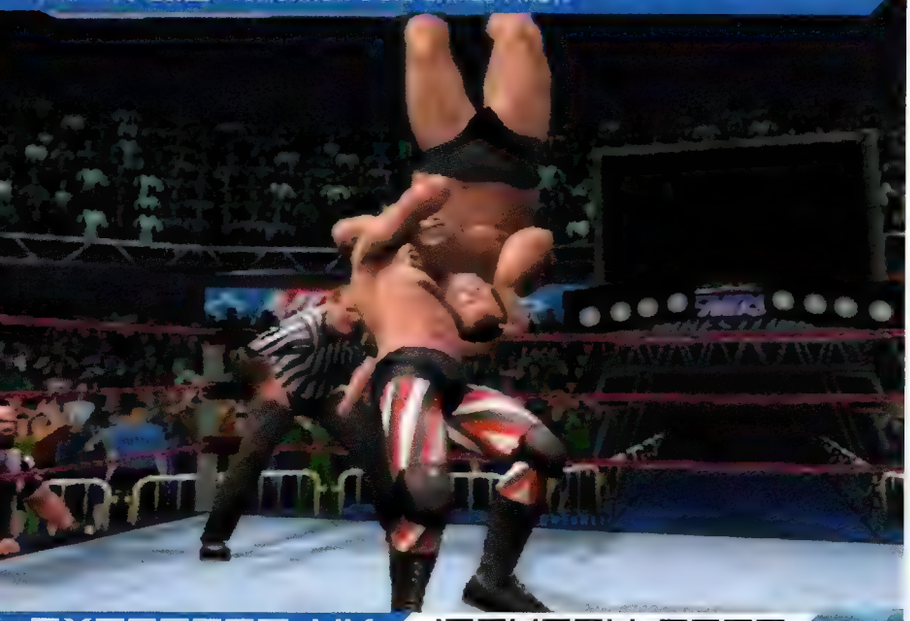
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



EXPECTED UK JANUARY 2002

LEGENDS OF WRESTLING

Eas-eh! Eas-eh! Putting the 'mental' in sentimentality, it's wrestling as we love to remember it.

MODERN male wrestlers, eh? Steroid-moulded, over-greased, catchphrase-belching freaks, the lot of them. What happened to those simian-haired fatties who never did a sit-up in their lives, but had more grappling expertise than all of the WCW put together? This is the view that *Legends of Wrestling* wants you to take – and on the evidence of the baying crowd it drew in the PSM2 office, it's going to be successful.

GIFT OF THE FLAB: The obtrusive ⓗ button's off-putting, but at least Kamala wobbles properly.

"THERE'S BARELY A DUFF NOTE IN THE 40-STRONG ROSTER OF MOSTLY DEAD/RETIRED WRESTLERS"

PSM2 FIRST PLAY

For anyone who spent their formative Saturday afternoons listening to Kent Walton on World of Sport, *Legends of Wrestling*'s a pleasant stroll down memory lane. George 'The Animal' Steel and King Kong Bundy waddle into place alongside retired WWF champ Bret Hart, suicidal ECW favourite Sabu and even Jerry 'The King' Lawler. There's barely a duff note in the 40-strong roster of mostly dead/retired wrestlers, which is more than you can say for the *Smackdown!* crew of misfit jobbers. The grapplers go at it with a certain lardy grace – they're animated in the same wobbly way as *Ready 2 Rumble*'s pugilists.

DVD ACTION

You'll be able to see the Hulkster, RVD and the rest of the blasts from the pasts in action on next issue's disc.

The only sticking point's the limited match types. At the moment, it's just the the singles match that works in the build that we've been playing, so we're in no position to comment on the tag option – and there's no guarantee we'll be seeing cage matches or Battle Royales. Brilliantly, though, you'll be able to drag tables, ladders and chairs out in any match type – how the ref'll react is anyone's guess, but you can certainly give him the odd clout.

We can't quite work out how this one's going to sell, but it's an idea we'd love to see continued – *Legends of Kung-Fu*, anyone? **PSM2**

SLAMDUNK THE FUNK: The white bar's energy - the purple bar's for timing your button presses.

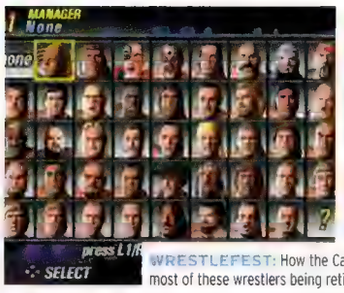
Legends of Wrestling will be slamming into shops early next year

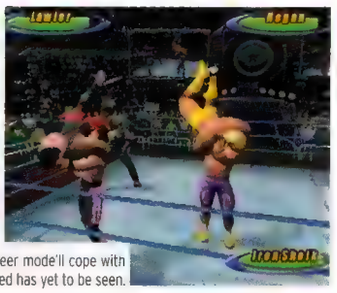
WHAM, BAM, THANK YOU... Rob Van Dam, former ECW World TV Champ, goes chair-nuts.

THEY CALL HIM FLIPPER: RVD's split-legged moonsault - not as painful as it sounds, oddly.

THE WHOLE F'N SHOW

1 Officially, Hulk 'Mr Nanny' Hogan's the spokesman for *Legends Of Wrestling*, but we'd like to draw your attention to the presence of Mr Rob Van Dam – currently the best WWF wrestler *not* to be in *WWF Smackdown!*.





WRESTLEFEST: How the Career mode'll cope with most of these wrestlers being retired has yet to be seen.

HANDS-ON VERDICT

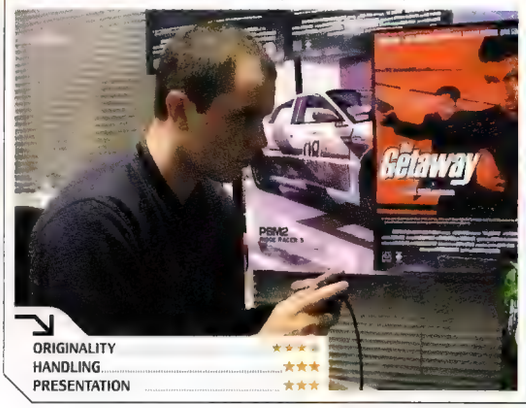
2 Compared to *Smackdown!*'s nippy arcade controls, *Legends* initially seems to have taken a backwards step into treacly grappling and furious button-fumbling. That's neglecting the game's stroke of genius, though – an *Everybody's Golf*-inspired bar pops up during certain moves, prompting you to chain or counter them with a well-timed prod of ⓞ. Cannily, Acclaim have capitalised on every area neglected by *Smackdown!*, offering, say, the morally dubious thrill of dragging a selection of guitars, chairs and Singapore canes out from under the ring, then busting someone wide open in a spray of head-juice. Will it appeal to youngsters who've never heard of Jimmy 'Superfly' Snuka? Probably not, although we *did* manage to create a granny-pleasingly lardy version of Big Daddy in about two minutes.

You'll love it because...

Look! It's Ted DiBiase! Christ, I remember him from... look! It's the Dynamite Kid!

You'll hate it because...

This is rubbish. Where's Chris Jericho? Why can't I do the People's Elbow?



ORIGINALITY	★★★★
HANDLING	★★★
PRESENTATION	★★★

LEGENDS OF WRESTLING

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

KONAMI

the beautiful game?

the beautiful game ...

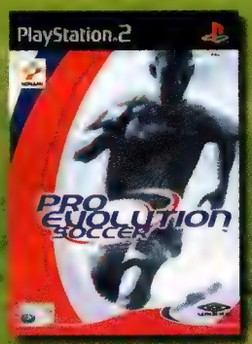
"It's by far the greatest game the world has ever seen"
PlayNation 9/10

"The world's greatest footy game"
PSM2 95%

"Hail the new king of football"
PlayStation Max 95%

"Best footy game ever"
P2 10/10

"Forget everything you've played before. This is football"
CVG 9/10



UMBRO

PlayStation.2

PRO EVOLUTION SOCCER

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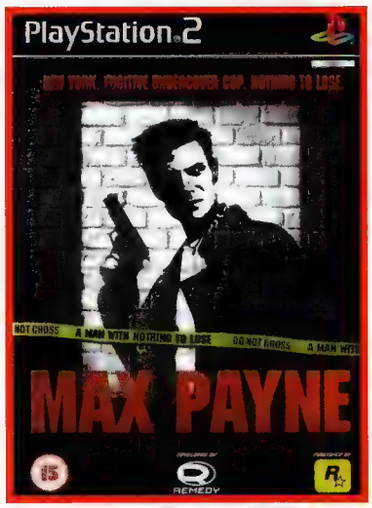
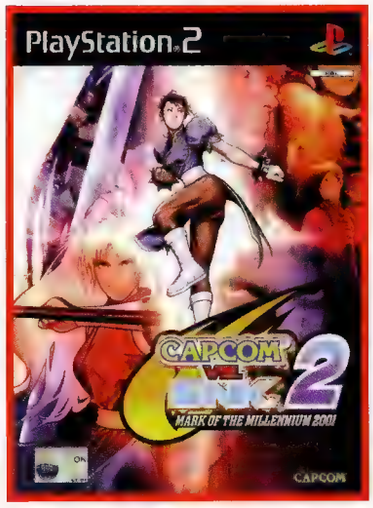
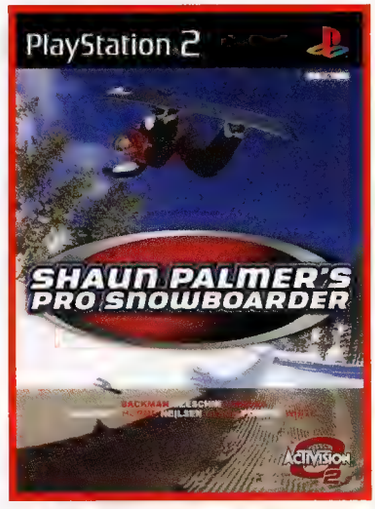


MAX PAYNE



CAPCOM VS. SNK 2



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COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

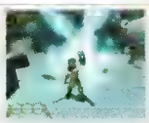
1 TIMESPLITTERS 2

Yes it's *MGS2* ag... Hang on, it ain't. We didn't think that Free Radical could do any better but it's already obvious they have.

2 STUNTMAN

Still miles off, but the chance to cripple and flip cars just to keep movie-goers happy is a hook that's dug deep.

3 MAXIMO



Big, bouncy, hack 'n' slash action with more magical blades than David Blaine's Swiss Army. Yes we want mo of the Max.

4 THE THING

A chilling start to 2002 as you grapple with alien shape-shifters while trying to keep your team loyal... and sane.

5 VIRTUA FIGHTER 4

News of a character editor and the return of AI-linked difficulty curves means this is replacing *Tekken 4* in our affections.

6 DEUS EX

Freeform FPS action from the pantheon of PC class. And it's already looking even more beautiful than the original.

7 THE GETAWAY

Sony's promise to take the visual prowess of *Gran Turismo 3* and weld on gritty, open-ended gameplay.

8 MOH FRONTLINE

New in-game shots have left us stunned Never have the faces of your foe looked as detailed or as realistic as this.

9 STATE OF EMERGENCY

Survival on these mean streets breaks down into three easy-to-follow rules. run, kill, blow stuff to smithereens.

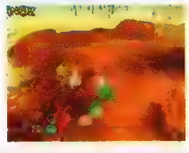
10 COLIN MCRAE 3

When it comes to filth, there's none more skilled than Codemasters. *WRC* beware, these guys like to play dirty

OUR LEAST WANTED

You can take your title and...

DINOS



American football played across a tropical island by a bunch of cloyingly cute dino players. We cringe, we weep.

EVERY KNOWN GAME ETA

INCOMING

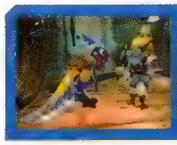
Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

[illegible]	AA	[illegible]	P
[illegible]	AS	[illegible]	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
[illegible]	B	[illegible]	S
First-Person Shooter	FPS	Sim	Sm
[illegible]	FS	[illegible]	Sp
[illegible]	H	[illegible]	Str

DECEMBER/XMAS 2001

Centre Court Tennis	Midas	Sp
Dragon Rage	3DO	AA
Driven	Bam!	R
ESPN X Games Skateboarding	Konami	Sp
F1 Championship Racing 2	Ubi Soft	R
The Getaway	SCEE	AA
GoDai: Elemental Force	3DO	AA
Grandia 2	Ubi Soft	RPG
Hidden Invasion	Virgin Int.	AA



JAK AND DAXTER

A flaxen-haired youth [illegible] world using a [illegible] on the platformer map forever.

Jet Ski Riders	Eidos	R
Jimmy Neutron: Boy Genius	THQ	P
Kelly Slater's Pro Surfer	Activision	Sp
Mat Hoffman's Pro BMX 2	Activision	Sp
Monster Jam: Max Destruction	Ubi Soft	R

MOTOGP 2

A fat commercial success in its original form and now haunting [illegible] two wheeled? Get this.

No One Lives Forever	Vivendi	FPS
Polaroid Pete	JVC	Ar
Rainbow Six	Ubi Soft	AS
Silent Scope 2	Konami	FPS
Star Trek: Shattered Universe	Interplay	AA
State of Emergency	Take 2	AS
Supercar Street Challenge	Activision	R
Tarzan Free Ride	Ubi Soft	Sp
Tribes 2	Vivendi	FPS
Wingover 3	Virgin Int.	R
Worms Blast	Ubi Soft	AS

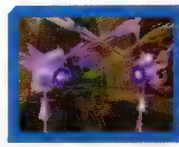
JANUARY-MARCH 2002

Baldur's Gate: Dark Alliance	Interplay	AA
Commandos 2	Eidos	AA

CONFLICT ZONE

Looking for a strategy title with tanks instead of horses? Found both Kessel and Age of Empires 3 [illegible] might have the answer.

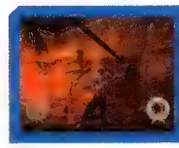
Deus EX	Eidos	AA
Downforce	Virgin int.	R
Evil Twin	Ubi Soft	P
ESPN Winter X Games Snowboarding 2	Konami	Sp
ESPN Winter Games	Konami	Sp
Eve of Extinction	Eidos	AA
Giants: Citizen Kabuto	Interplay	AS
Herdy Gerdy	Eidos	Pz
Jimmy White's Cueball World	Virgin Int.	Sp
Jonny Moseley Mad Trix	3DO	Sp
Knockout Kings 2	EA	Sp
Lakemasters Ex	Midas	Sp
Legends of Wrestling	Acclaim	Sp
LMA Manager 2002	Codemasters	Sp
Max Payne	Take 2	AA
Maximo	Capcom	AA
MoH Frontline	EA	FPS
Metal Gear Solid 2	Konami	AA
Mike Tyson Boxing	Codemasters	Sp
Need for Speed 2	EA	R
Parappa The Rapper 2	SCEE	B
Police 24/7	Konami	FPS
PRYZM: The Dark Unicorn	TDK	RPG



EZ

Part shoot 'em up, part [illegible] and still great in the [illegible] single [illegible] in the office for an [illegible] might be an issue though.

Rayman M	Ubi Soft	Pl
RLH	Interplay	AA
Robocop	Virgin Int	FS
Rubu Tribe	Vivendi	AA
Salt Lake 2002	Eidos	Sp



SHADOWMAN 2

Slipping slightly, [illegible] were [illegible] with an [illegible] [illegible] [illegible] [illegible] [illegible] as long as it isn't rushed.

Shifters	3DO	AA
Simpsons Cheat Skater	EA	R
Sled Storm 2	EA	R
Sunny Garcia's Surfing	Ubi Soft	Sp
Supercross 2002	EA	R
Tetris Worlds	THQ	Pz
Tiger Woods PGA Tour 2002	EA	Sp
WipEout Fusion	SCEE	R

APRIL-JUNE 2002

Aliens Colonial Marines	EA	AA
Blood Omen 2	Eidos	AA
Snowcross	Konami	Sp
TimeSplitters 2	Eidos	AA
TOCA Race Driver	Codemasters	R
Turok Evolution	Acclaim	AA

JULY-SEPTEMBER 2002

Curse: The Eye of Isis	Wanadoo	AA
Tonka Monster Truck	Infogrames	R
Colin McRae 2	Codemasters	Sp
Final Fantasy 10	SCEE	RPG
Good Cop Bad Cop	Virgin Int.	AA
Gravity Games	Midway	Sp

OCTOBER-DECEMBER 2002

FALCONE: ENTER THE MAELSTROM

Sitting just outside [illegible] still giving us the [illegible] its combination and [illegible] certified.

Defender	Midway	Ar
Mortal Kombat 4	Midway	Bt

2002

Ace Combat 4	SCEE	FS
Broken Sword: Sleeping Dragon	TBC	AS
Conflict Desert Storm	SCi	AS
Dinos	Vivendi	S
Dredd Versus Death	Rebellion	AA
Dropship	SCEE	AS
Fireblade	Midway	S
Ghost Master	Empire	S

KINGDOM HEARTS

News of cross-over [illegible] [illegible] return to the cute styling of Square's earlier days mean this title's in a world of its own.

Monsters, Inc.	SCEE	Pl
Red Card Soccer	Midway	Sp
Starsky and Hutch	Empire	AA
Tomb Raider: Next Gen	Eidos	AA
Who Wants To Be A Millionaire 2	Eidos	P
World Sports Car	Empire	R
WTA Tour Tennis	Konami	Sp

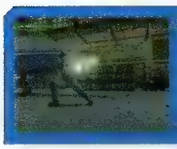
TO BE CONFIRMED

1906 Arctic Odyssey	TBC	AA
Alpine Racer 3	Namco	Sp
Angel's Present	TBC	Sp
Ape Escape 2	SCEE	Pl
Austin Powers 2002	Take 2	AA

BLACK AND WHITE

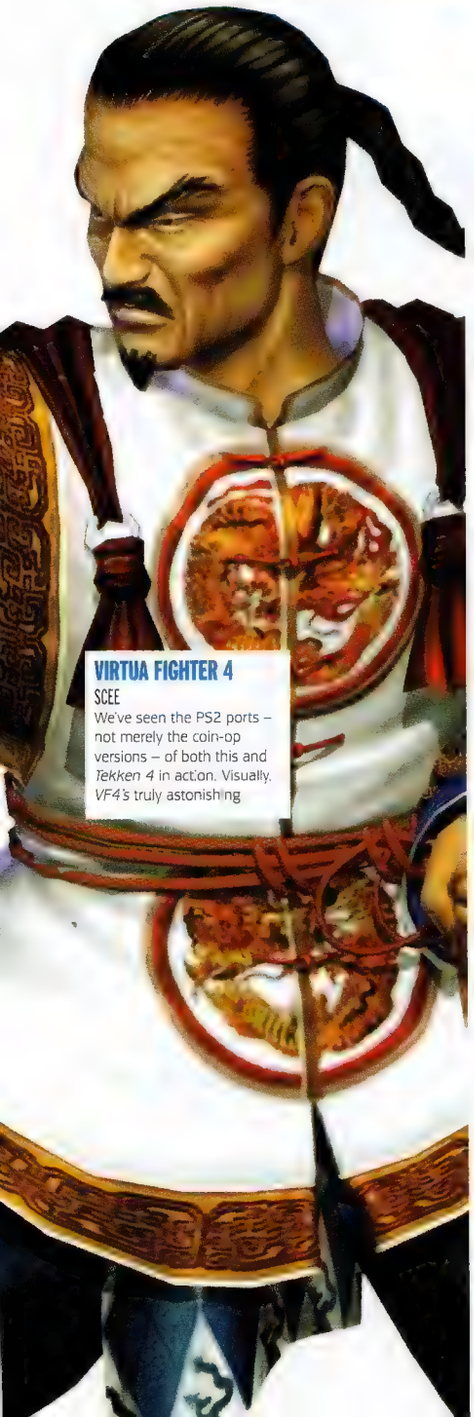
Still no confirmation as to if this will ever see the light of day on PS2 but you can only hope publishers Take 2 put their finger out and get on with a port.

Barbarians	Virgin Int.	AA
Battle Isle	Ubi Soft	Str
Blood: The Last Vampire	SCEE	AA
Casper: Spirit Dimensions	TDK	Pl
Circus Maximus	TBC	R
Commandos 2	Eidos	AS
Dark Summit	THQ	Sp
David Beckham Soccer	Rage	Sp
Dragon Rage	3DO	AA



DEAD TO RIGHTS

Like Max Payne, here's another [illegible] trading in lead-filled [illegible] Take a dose of [illegible] to [illegible] removing the gathered scum.



VIRTUA FIGHTER 4

SCEE

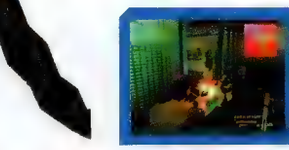
We've seen the PS2 ports – not merely the coin-op versions – of both this and *Tekken 4* in action. Visually, *VF4*'s truly astonishing

Driver 3	Infogrames	R
Duke Nukem Forever	Take 2	AA
Dune	Cryo	Sp
Dusk Till Dawn	TBC	FPS
Dynasty Warriors 3	KOEI	AS
Eternal Blade	Mattel	AA
Everybody's Golf 3	SCEE	Sp

EXO

Robots under the control of cyber-terrorists, holding the city to ransom? It's the kind of back-drop crying out for a faceful of death metal.

Football Manager	Virgin Int	S
Final Fantasy 11	SCEE	RPG
Frequency	SCEE	B
Frogger	Konami	Sp
Fusion GT	Crave	R
Galleon	Interplay	AA
Goemon Action RPG	Konami	RPG
The Great Escape	SCi	AA
Gumball 3000	SCi	R
Gunslinger	SCEE	AA
H2Overdrive	Crave	R
Iron Storm	Wanadoo	FPS



HEADHUNTER

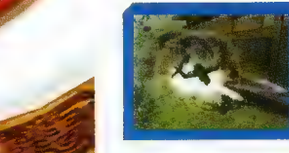
Jack Wade, hired [illegible] amnesia, and a death sentence that even the helpful [illegible] bombs, eyeboard and shades can't dent his reputation.

ISS 2002	Konami	Sp
Jade Cocoon 2	Ubi Soft	RPG
Jekyll and Hyde	Cryo	AA
Kengo 2	Ubi Soft	AS
Kinetica	SCEE	R
Knights	TBC	AA
Le Femme Nikita	Infogrames	AA
Legion: Legend of Excalibur	Midway	AA
The Lost	Ubi Soft	AA
Master Rallye	Microids	R

MALICE: KAT'S TALE

Vivendi have confirmed that they've signed up Argonaut's *Malice*. It's our hope the dark days of [illegible] on PS one is nothing but a bitter memory.

Men In Black 2	Infogrames	AA
Mini Golf Maniacs	Vivendi	Sp
Mission Impossible 2	Infogrames	AA
MoH: Fighter Command	EA	FS
Monster Rancher 3	Tecmo	Pz
NASCAR Heat	Infogrames	R
NFL Quarterback Club 2002	Acclaim	Sp
Ninja Assault	Namco	S
Okage: Shadow King	SCEE	RPG
Outcast 2	TBC	AA



ONIMUSHA 2

Robot assailants [illegible] more destruction than you can shake a katana at. We loved the original and now we've got the hots for the sequel.

Pac-Man World 2	SCEE	P
Pirates: Legends of Black Kat	EA	AA
Playmobil Hype	Ubi Soft	P
Primal	SCEE	AA
Race of Champions	Activision	R

PRISONER OF WAR

A game destined to succeed or fail on the quality of its AI. Let's just hope it lives up to the promise of free-form gameplay and multiple escape routes.

Resident Evil 4	Capcom	AA
Resident Evil: Gun Survivor 2	Capom	FPS
Return to Castle Wolfenstein	Activision	FPS
Roadsters 2	Titus	R
Robin Hood: Defender of the Crown	TBC	AS
Rocky	Rage	Sp
Seaman	SCEE	Pz

SAFFIRE

The old battle between [illegible] enemies and gods of ancient Greece serves as a backdrop for this monumentally delayed *Tomb Raider*-esque platformer.

Settlers	Ubi Soft	Sp
Shadow of Zorro	Cryo	AA
Sidewinder Max	TBC	FS
SK8	Rage	Sp
Sky Gunners	TBC	FS
Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	SCEE	AS
Soldier of Fortune Gold	Eon	FPS
Space Channel 5: Part 2	SCEE	B

SOUL CALIBUR 2

Shhh, keep it to yourself [illegible] is the best 3D one-on-one hacking, hi-res dominance, swords, an evolving story and the chance to play Cervantes.

Space Race	Infogrames	R
Speed Devils 2	Ubi Soft	R
Spyro next-gen	Vivendi	P
Star Wars: Obi Wan	Activision	AA
Star Wars: Racer Revenge	Activision	R
Star Trek Voyager: Elite Force	Eon	FPS
Stuntman	Infogrames	R
Suikoden 3	Konami	RPG
Superman	Infogrames	AA
Tekken 4	SCEE	Bt
Tenchu 3	Activsion	AA
Test Drive: Underground	Infogrames	R

TERMINATOR

Buffed with potential [illegible] titanium-tough action and time-defying plot that could effectively encompass both the present and the future.

The Thing	Vivendi	AA
Thunderbirds	SCi	AA
Titanium Angels	SCi	AA
Tour de France	Konami	Sp
Twisted Metal: Black	SCEE	S
Ultimate Fighting Championship	Crave	Bt
Vampire Nights	SCEE	S
Virtua Fighter 4	SCEE	S
Xenosaga	TBC	RPG
Zombie Revenge	Acclaim	FPS

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Who to call when you're finding it hard to sleep because *Casper* has slipped.

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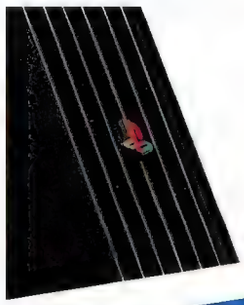
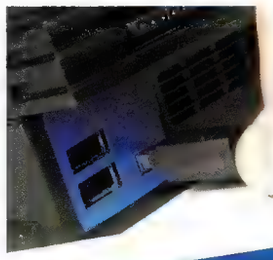
www.sierra-online.co.uk

PS2 FACT PACK:

50 THINGS YOU MUST KNOW ABOUT YOUR PS2

Every question answered, and a brain-full of handy tips divulged. If you've just got your PS2 then you've just located some essential reading. Know this... **WORDS:** Daniel Griffiths





1 What are RF, Composite, S-Video and RGB inputs?
What do they all mean? Well, they're all different ways of getting a TV image from your PS2 to your TV. At the bottom of the quality ladder there's RF. Composite is the next quality up. This is the yellow phono socket on your TV usually teamed with red and white audio connectors. Next up is S-Video, again this is teamed with a red and white audio connector but this separates the video image into Chrominance (colour), Brightness (brightness) and Luminance (contrast). The result is a much better quality image than Composite. On the quality stakes this is as far as you can go for DVD playback. For gameplay however there's one more step. RGB is the very highest quality image you can get. It separates the image into Red, Green and Blue channels and writes to your TV screen in the same way as a computer does a monitor. If you care about your games get an RGB SCART lead to see them at their best. Just make sure you've got an RGB SCART input on your TV first. (See our Leader of the Pack lead guide on page 10 for more.)

2 How does a DualShock 2 actually work?
Inside the heavyweight pad are two motors, one in each of the controllers grips. Each has a circular bit of metal offset to the spindle, one with a large bit, one with a smaller bit. By spinning these two motors at different speeds a game can make the pad do everything from a slight steady tremor to a sudden jolt.

3 What's SCART?
Also known as the 21-pin Euro connector, it's the best way to connect video equipment together but also, thanks to every possible type of signal being fired down combinations of these 21 pins, the source of much bloody confusion.

"IF YOUR TV HAS MORE THAN ONE INPUT, LOOK FOR THE 'BOX WITH THREE BLOBS IN' SYMBOL"

Don't assume that because you've connected your PS2 with a SCART lead you're getting the best quality image. The lead that comes with your PS2 may go into the SCART socket but it's actually only using the Composite quality pins (it is – if you look at it – just a Composite lead with an adapter on the end after all). For the best quality go and buy an RGB SCART lead (make sure it says 'RGB SCART' on the box).

Also, not all SCART sockets on TVs have the RGB pins connected either. If your TV has more than one input look for the one with the 'box with three blobs in' symbol (usually input number one) and use this one. Even if you connect with an RGB SCART lead, using the wrong input (two or three, which

4 Why does the screen go green when I play my brand new DVDs?
If you've ever tried to burn off copies of DVDs onto video and Fag Hags on the market you'll be aware that a system called Macrovision prevents this by cleverly making the picture go fuzzy if you try to record it. PS2 naturally carries the Macrovision feature, but Sony went one step further to prevent PS2 owners copying DVDs for their mates – they disabled RGB playback on PS2.

RGB is the best quality image you can get. So removing this feature is a clever step to stop pin-sharp DVD to VHS transfer. Unfortunately it also means that you're always watching a slightly not-as-good-as-it-could-be image. Doh! And the situation is made more ridiculous by the fact that practically every other DVD player in the world plays RGB and no video recorder in the world records RGB anyway. Still, that's the reason Sony gave for removing the feature.

DVD Green Screen, as it's become known is the image you get if you try to play a DVD with an RGB SCART lead. It basically makes everything go green.

5 What's the Digital Output actually for?
The PS2's digital output doesn't omit pictures or data but sound in a digital optical form through a TOSLINK socket. You can take the sound and via a TOSLINK lead plug it into your amplifier – technically MAR Surround Sound amplifier. You can also connect to your Minidisc or DAT machine to make perfect digital copies of CDs and soundtracks.

6 What exactly is Surround Sound?
Much confusion reigns here. Sound comes in two channels – left and right – one for one speaker, one for the other. Surround Sound features extra channels for rear speakers and centre speakers. It comes in two forms.

Dolby Pro Logic Surround is the old type. Buried within the normal stereo sound signal is a sound channel for rear speakers. You can have more than one rear speaker but they'll all play the same mono rear sound.

Dolby Digital is the newer, smarter version that features proper stereo rear channels and a new centre channel usually placed on or under your TV. The result is a much more full sounding, surrounding sound. This is also known as a 5.1 system. The '5' referring to the five speakers (left, centre, right, left rear and right rear) and the '1' referring to the subwoofer bass speaker.

7 What the hell's DTS?
Yes, your PS2 plays DTS sound too. This is a rival to Dolby Digital and uses the same 5.1 speaker setup. It's actually better quality with a wider frequency range, but not many DVDs have gone to the trouble of including DTS soundtracks. Gamers haven't bothered at all.

MISSING LINK: Many games still don't work without i-Link compatibility.

8 Are third party joypads much cop?
They are. Without exception. Nowhere near as good as an official DualShock 2. If you want a second pad make sure you don't buy one that removes going on want to use.

9 What's i-Link for?
The i-Link port on the PS2, in theory allows you to plug in masses of mind-blowing devices, but – due to no software or games featuring the software – the only thing to use the socket for is link-up modes on certain games, like GT3. Link-up modes allow two players to play against each other with a full screen and all of the info this entails. Of course, you need two TVs and two PS2's to play. Future games, such as *TimeSplitters 2*, will support four i-Linked players, but you'll need an i-Link hub (£60 approx) to connect any more than two PS2s together.

13 And what the flip's MagicGate?
MagicGate isn't magic at all. It's the encryption method used by PS2 and other Sony devices to store data on Memory Cards and Memory Sticks. And no, you can't use Memory Sticks with PS2. Yet.

14 How can I get the best TV picture possible?
Use an RGB SCART lead for your games and an S-Video lead for your DVDs (in Region X, your DVDs – see number 54).

15 How do I get myself the best sound possible?
Plug the red and white audio parts of your TV connection into your hi-fi instead. Or, even better, use an optical audio lead from the digital output on the back of your PS2 to the digital input of your Surround Sound setup. If the game only features stereo sound you'll still only get stereo sound though.

16 What do the PS2 stands really do?
Absolutely nothing. They make your PS2 slightly more stable in vertical usage (should you be a hard-fisted idiot) and can be considered to be a complete waste of money.

"SONY WENT ONE STEP FURTHER TO PREVENT PS2 OWNERS COPYING DVDS FOR THEIR MATES"

EXPANDING YOUR PS2

We're not talking new joypads and Memory Cards here. Rather the Hard Drive and Modem planned for launch in the UK in Summer 2002.

MODEM

10 The modem (also known as the Broadband Adapter) is a brilliantly clever box about the size of a fag packet that bolts subtly onto the back of your PS2. It features two sockets: one which plugs into your phone line, the other plugs into your Broadband socket... which next to no-one has yet. It works just like a PC's modem, runs at 56k, and will come with software to let you surf the Net, send e-mail, and get into a very special bit of AOL – being created with Sony's help exclusively for PS2 access. All for a proposed £40.

But if you really want to see something new, you'll have to go Broadband – the Adapter is a dual-purpose machine ready for connection to zippy Broadband the moment you get it. The TV company Telewest will be the first to offer a PS2 service. Expect to pay £10 to £20 a month for the privilege, plus the costs of any movies or other goodies you download, but expect rivals Sky to offer a similar service – with your PS2 plugged into your set-top box – eventually.

KEY BORED? We reckon the majority of gamers don't want PS2 turning into a PC. Yet.

BROADBAND

11 Broadband is the 'new Internet' which isn't just the old Internet at ten times the speed, but will open up a whole new world of entertainment, delivered down cables and satellite gear into your PS2. With a Hard Drive and Modem Adapter plugged in you'll be able to download movies and music to your PS2, get new episodes for your games (hopefully for free) and surf the net and do the e-mail thing like a PC – only faster. Shame that the hardware isn't available yet, and even if it was there's nothing to download. All will be up and running by late 2002 though. Fingers crossed.

HARD DRIVE

12 Or 'HD' is coming out the same time as the Modem in the UK. The Japanese model is already out, but is only used by a few games – the main one being *Final Fantasy 10* which utilises the HD to eliminate disc loading times. Its main purpose is to store all the data you'll be downloading via the Modem Adapter. They do work separately but really come into their own as a team.

PS2 TIPPAGE CENTRAL

Bite-size stuff you need to know.

GET FREE STUFF

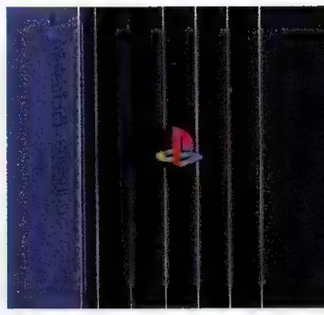
17 Take the time to fill in and post off all the stuff you got inside the box with your PS2. Your warranty card will add you to Sony's mailing list and you'll get advance notice of special offers, which sometimes carry £10 discount vouchers and even free demo discs from time to time.

SKIP TO THE ACTION

18 Get through copyright and logo nonsense at the beginning of your DVDs by pressing then quickly choosing the Title Menu option. This will jump you straight to the DVD 'front-end' past pesky, otherwise unskippable, intros.

STRAIGHTEN YOUR LOGO

19 The PS symbol on the front of your disc drawer rotates through 90°, so it'll be the right way up should you choose to mount your machine vertically.



PLAY PS2 ON YOUR PORTABLE TV

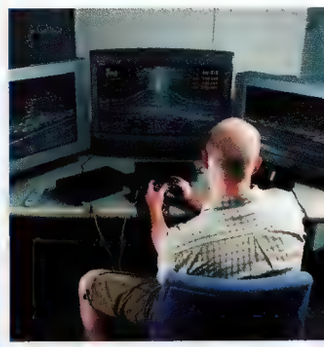
20 Try the horrible old RF lead you got with your PSone.

QUICK START

21 Want to play a fresh game? Eject the current disc, replace it, then tap power once. It'll pull the drawer in, reset the machine and load the disc without you stressing.

MULTI-SCREEN GT3

22 Got an i-Link hub? Got three TVs, three PS2s and three copies of *GT3*? Well you'll be able to link the whole lot up and play with one screen giving the view ahead and the other two the views to the left and to the right. The option is in there – but is the preserve of the super-rich only.



LEAD-ER OF THE PACK

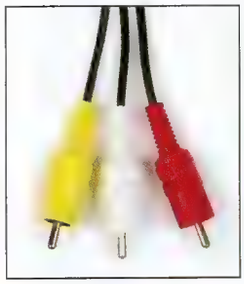
There're near countless ways to ways to connect your PS2 to your TV. Here's the lot.

THE RF CONNECTION

23 Available separately (or use the one you got with your PSone). The worst you can get. Use this only if your TV hasn't got any other type of connection.

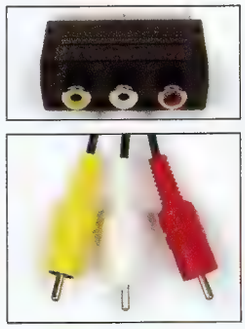
THE COMPOSITE CONNECTOR

24 The yellow carries video, the red the right sound and the white the left sound. It's good, it plays games and DVDs, but it's not the best option for either (check out those fuzzy edges on bright colours – nasty).



THE COMPOSITE-TO-SCART BLOCK

25 Look familiar? This is the lead you got in the box with your PS2. Not a SCART lead as such but a sneaky combination of Composite lead and an adapter to pipe this Composite signal through your TV's SCART socket.



THE S-VIDEO CONNECTION

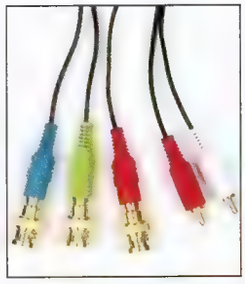
26 Available separately. Better than the lead you got in the box but your TV may not have an S-Video connection. This is how the Japanese and Americans connect up (they've got no SCART over there, see). This is the best quality you can get for DVD playback (thanks to Sony's idiotic DVD Green Screen – see elsewhere).

THE RGB SCART CONNECTION

27 Available separately. It's another SCART-socketed lead but this one uses the Red, Green and Blue pins in the plug to deliver the best image you can get. Unfortunately thanks to Green Screen you can't watch DVDs through this lead.

THE COMPONENT CONNECTION

28 Available separately. Exactly the same as the RGB SCART connection but delivered on separate phono plugs rather than on SCART socket pins. Component inputs are very rare, most often seen on high-end video equipment and old computer monitors.



"THE REMOTE WORKS FASTER THAN ANY OTHER JOYPAD-REPLACING THIRD-PARTY OPTIONS – JUST LIKE A REAL DVD PLAYER'S"

29 **How do I fix a shonky disc?** Game disc or DVD not working? Take said disc and, holding it by its edges with the label up, press an edge against your T-shirt sleeve. Now move the disc in a straight line across your sleeve, keeping plenty of pressure on. Voila, an instantly clean and perfect disc. Never clean your discs with a circular motion and never buy overpriced unnecessary disc cleaner.

30 **The voices and action on my DVDs go out of synch. How do I stop this?** Certain DVDs (not mastered to the correct DVD spec, say Sony) don't play very well on PS2. That is, after half-an-hour or so the sound can be out of synch with the picture. Fight Club is a prime culprit. Other discs such as the Third Degree disc in the Spy Story box set don't play at all. Fortunately (and slightly sneakily) the problem is fixed with the disc you get with your new official PS2 remote control (£29.99), which neatly replaces the old (slower 1.0) DVD drivers with the shiny new 2.0+ version. Recommended.

31 **Is there a cheaper fix?** In the System Configuration mode turn Debugging Mode on and turn the Digital Output off. Both moves can free up enough required system oomph to stop those niggling, infrequent DVD jutters.

32 **What does the Official PS2 remote control do?** A great piece of kit which, thanks to the software disc that comes with it, not only fixes your occasionally rappy DVD playback (see above) but means that the remote works ten times faster and more reliably than any other joypad replacing third-party options. Just like a real DVD player's remote, in fact.

It makes all the features accessible from the DVD pause menu (when you press Start) available at the touch of a button and adds three speeds of forward and backward playback. The best DVD remote by far.

CONTROL IN THE HAY: The remote comes with a disc of new DVD drivers.

33 **What are DVD regions?** Practically all films come out in the States first. To prevent you from buying American DVDs and never going to the cinema again, the film companies encode DVDs with region codes – only machines and DVDs with the same code will work together. So you can play US (Region 1) DVDs on a UK (Region 2) PS2, but there is a way round this.

34 **What's DVD Region-X?** It's not often that we get excited by a third-party peripheral, but this remote disc not only allows you to play DVDs from anywhere in the world (other than the six regions from UK releases) but lets you watch them in full RED – through your SCART lead with no green screening problems.

35 **What are those USB ports for?** The new GunCon 2 lightgun connects to the USB port. As does the Official Logitech GT wheel. And you can use a USB keyboard to type straight into YABASIC. Also a keyboard and mouse combination is supported in Unreal Tournament so you can play it as you would on a PC. Even Silent Scope supports a USB mouse, making the game infinitely less.

USB AND O IT: These ports let you plug in a keyboard, mouse and more.

36 **How do I take my new PS2 apart? Hmm?** The screws to detach the top of the casing are hidden behind the sticker rubber feet on the reverse. Peel surface feet that will invalidate your warranty if you take them!

"A KEYBOARD/MOUSE COMBO IS SUPPORTED IN UNREAL – YOU CAN PLAY IT AS YOU WOULD ON A PC"

37 **What's that YABASIC thing, then?** Anyone with a love of computers could spend

SLOT MACHINE: This gaping wound's where the Hard Drive'll slip in a treat.

possibly get hooked on YABASIC – the little used but surprisingly powerful computer programming language supplied on your in-box PS2 demo disc. The instructions with it are painfully meagre but a quick visit to the detailed *http://www.yabasic.de* website will sort you out with everything you ever needed to know.

38 Can I record my games on video? Certainly can. Simply plug your PS2 video lead into your video recorder – you should have a spare AV input there or might have to remove your satellite connection temporarily – and you can record your gameplay just as you would a TV program. Ideal for getting your gaming skills noticed in PSM2's Pro Dojo (pg 102).

"RECORD YOUR GAMEPLAY JUST AS YOU WOULD A TV PROGRAM – IDEAL FOR GETTING YOUR GAMING SKILLS NOTICED IN PRO DOJO"

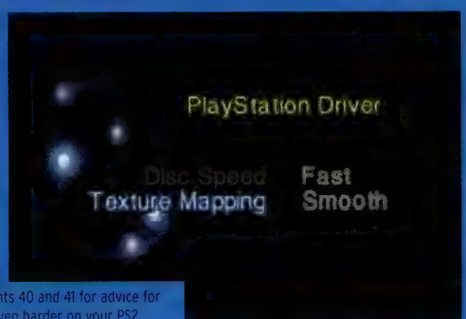
39 How powerful is my PS2? Here's the official PS2 system specs. But let's not forget it's not how big it is – but what you do with it. It can move 66 million non-shaded polygons, and 10 million fully-textured polygons a second via a custom graphics chip which runs at 147.456Mhz. The 4x DVD drive plays MPEG2 DVD video and the sound chip manages 48 audio channels. There's 32Mb of RAM on board but the system can move 3.2Gb of info around inside itself every second. Its 128-bit CPU runs at 294.912Mhz and the maximum screen resolution is 640 by 480 pixels.

40 Can PS2 load PSone games any faster? Yes it can. Start up your PS2 without a disc in the drive. Choose System Configuration, then choose 'PlayStation Driver'. Change 'Disc Speed' to 'Faster'. Some games don't like this, like *Who Wants to be a Millionaire*, but the majority will work just fine at more than double the speed of your old PSone.

41 How do I make my PSone games look better? While you're in that PlayStation Driver area turn 'Texture Smoothing' from 'Normal' to 'Smooth'. This applies a little bit of PS2 magic, pleasingly blurring otherwise blocky PSone textures. Try it on *Metal Gear Solid* and *Vandal Hearts* to see the remarkable difference in full.

42 What's that Expansion thing on the back for? Turn your PS2 around and apply a thumbnail to the top edge of your expansion port. Push a little harder and the whole thing should ease out, revealing a cavernous gap inside. This is where the Hard Drive (coming 2002) will fit. It slides in and connects with the PS2 via the socket inside the door.

43 When will PlayStation 3 be out? Not for at least four years. In the meantime, we suggest you continue to enjoy your powerful new PS2.



EASY DRIVER: See points 40 and 41 for advice for pushing your PSone games even harder on your PS2.

PS2 TIPPAGE CENTRAL CONT...

STANDBY MODE

44 Tired of your PS2 whirring all the time but can't reach around the back to switch it off? Hold the front power button down for a second or two and the machine slips into silent power save mode. Press it again and it starts right up.

CURING REGION-X AND REMOTE INCOMPATIBILITIES.

45 It's not broken. Just remove your Memory Card (which contains the new DVD player software). You're new lovely remote won't actually work while the card isn't plugged in (so you'll have to go back to using a joypad) but your DVD-X will work again fine.

GET IMPROVED DVD PLAYBACK FOR FREE

46 Know someone with an Official PS2 remote control? Borrow the disc for five minutes and run it on your PS2 (which puts the new 2.01 player on your Memory Card) and you'll enjoy lip-synched perfect DVD playback too.

SAVE MONEY

47 Don't fancy shelling out for Sony and Logitech's over-priced *GT3* wheel? Any USB steering wheel works fine with *GT3*, though without the force-feedback effects. And you can use your old PSone G-Con 45 lightgun with *Time Crisis 2*...

MAKE YOUR DVDS LOUDER

48 It is a bit quiet isn't it? Simply pause your DVD (by pressing ▶II) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option at the bottom to +2 to get a level that won't strain your speakers or your sensitive ears.

SHARPEN YOUR PICTURE

49 Want to get your DVD playback as good as you can through your in-box lead. Go to Set-Up again, in the DVD pause menu, and locate the DVD sharpness option. Set this at +2 for a noticeable upturn in picture quality.

QUICK STICK DVD TRICKS

50 By pressing down the left stick on your DualShock 2 (down *into* the pad until it clicks) you can skip through angle options – and by pressing down the right stick you can skip through audio options (should the disc you're playing have them).

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Mr. Burns' nuclear-powered fleet of critical mass transit is making Springfieldians catch "ride-share fever"! Help buy the bus system back by driving fares through rush-hour traffic, suicide shortcuts and unsuspecting buildings. Take the fastest possible route. Or just use the roads.

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PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS レビュー

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

OUR MOTTO'S 'TELL LET IT LIKE IT IS'. WHY, IN THE NAME OF KOJIMA, SHOULD WE CHANGE OUR WAYS NOW?

JONATHAN

Taking on The Man, pointing the fingers, exposing the bad games and branding them for what they are. That's at least half of our job. As well as crowing over the cumulative glory of PS2, we're here to ensure that your cash doesn't get mis-directed, that you don't end up with something that could be held up – by the edges – in a court of law and classified as unadulterated pap.

Some might try to convince you otherwise; say we've got a vested interest in keeping publishers sweet by dishing out nothing but meaningless scores. Not so. We're a magazine dedicated to making our verdicts definitive. If you want back-handers, cheesy smiles and percentages that never offend, then go elsewhere.

Unlike the judgmental minefield of last month, this issue's an incredible time to start seriously stretching the potential of your stunning console. And nowhere is this more apparent than in our exclusive review of *Metal Gear Solid 2*.

Yep, you heard us right – METAL... GEAR... SOLID... 2... (whispers) *reviewed*. If by some bizarre twist of fate you've ended up here first, go back, go back *now*. You're wasting valuable time in the false belief that there's anything we can say that will top that. There isn't. **PSM2**

PSM2'S MANIFESTO

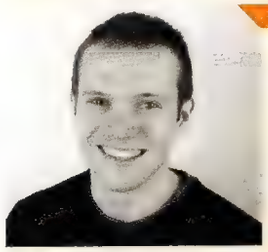
PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** Tony Hawk's Pro Skater 3

Wearing a cack-handedly made suit fashioned from copies of Thrasher and Skate Muties From The Fifth Dimension, Dan will only trundle to Bingo

DUNCAN BAIZLEY

- **SPECIALIST IN:** Footy, Cock-ern-y aliens
- **HAVING FUN WITH:** Giants: Citizen Kabuto

The smell of pine, the taste of turkey, the Mull of Kintyre – Duncan's finely-tuned senses allow him to avoid them at the earliest opportunity.

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs, RTS
- **HAVING FUN WITH:** Soul Reaver 2

After a lengthy lecture, Jonnie realised that if there isn't a chocolate muffin in front of him when the lights are on, there won't be one there if he turns them off.

JOEL SNAPE

- **SPECIALIST IN:** Punch drunk gunplay
- **HAVING FUN WITH:** Capcom vs SNK and Guilty Gear X

We've moved very slowly around Joel this issue – he's a bit slappy since overdoing it on the 2D kickings. Still, it's fun frightening him with globes

MARCUS HAWKINS

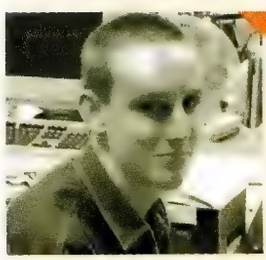
- **SPECIALIST IN:** Driving
- **HAVING FUN WITH:** World Rally Championship

If we have to have Marcus sedated to stop him warning strangers about the nasty right-hander between the fax and the photocopier, by God, we'll do it.

MARK WALBANK

- **SPECIALIST IN:** Flight sims
- **HAVING FUN WITH:** Ace Combat 4

Mark learns the hard way about the fundamentals of extreme g-force flying. His ears popped, blowing teeth into his yoghurt. We shouldn't laugh, really.



JAMES WHITE

- **SPECIALIST IN:** DVDs and Wild Cherry
- **HAVING FUN WITH:** Shrek

It's not Bergman, but anyone who's tall enough to mock the Disney empire gets a self-penned ballad from our James. He borrows the tunes, y'know.

MAIL US NOW!

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PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch

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›THE DEFINITIVE VERDICT フハワヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Orgestives, and prepare for the worlds most spectacular fireworks night. No pomp, no ceremony, no snazzy texture mapping. Fantavision is the PlayStation 2's simplest and arguably greatest invention yet
FANTAVISION
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
BEATING THE GAME
MATCHER'S CHOICE
VERDICT
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラモカ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シラモカ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality

›HARD-HITTING シラモカ

THE PSM2 SCORING SYSTEM:

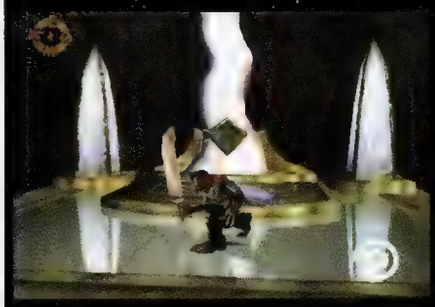
PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

TONY HAWK'S 3 056



Soul Reaver 2 060
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Crash Bandicoot: The Wrath of Cortex 064
Who Wants To Be A Millionaire 2 065
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REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK now

TONY HAWK'S PR

"THE MOST COMPULSIVE AND HABIT-FORMING GAME IN THE HISTORY OF

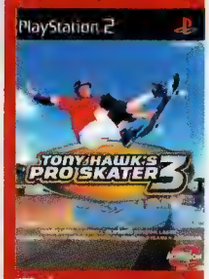
SPECIAL SOURCE: Completing a level unlocks a fully customisable special trick. You can even define its buttons.

O SKATER 3

PLAYSTATION 2. URBAN AND INSTANTLY ACCESSIBLE"

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Neversoft
- **PUBLISHER**
  Activision
- **GAME TYPE**
  Extreme Sports
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Player, DualShock 2, Memory Card



DETAILS

- 20 licensed tunes including tracks from The Ramones and Motorhead.
- Eight levels, including Rio, Tokyo and LA, plus four secret courses.
- Comprehensive Create-a-Skater mode with over 250 variable attributes.
- 13 real-life skaters, including Bam Magera, Rodney Mullen and Eric Koston, plus eight secret characters.
- Park Editor with over 15 preset levels.
- New Tutorial mode.
- Six two-player modes.
- On-line mode.

The world's greatest skater on PS2 with predictably flawless results, sparking on-line play and a pile of staggering surprises...

REVIEWER: Daniel Dawkins

This is the most compulsive, thrilling and habit-forming game in the history of PS2. In little over a week, the PSM2 team have been systematically reduced to dribbling, helplessly-addicted fools. The disc just sits there, all shiny and innocent, waiting to ruin your life. "One more go," it whispers, "can't do any harm, can it?" According to the Collins Oxford Dictionary, obsession is 'something that preoccupies a person to the exclusion of other things'. In videogames, it's *Tony Hawk's Pro Skater 3*.

One more trick. One more level. One more go. It never lets up. Whether you're flailing round a level pulling Kickflips, or blasting 100,000 point combos with nonchalant ease, there's always a fresh, tantalisingly-pitched challenge to keep you hooked. Beginners will have their work cut out finding the SKATE letters in Canada, while experts will be scratching their heads trying to reach every last stat point in LA. Far from a solo-player experience, *THPS3* will have *everyone* rallied round the TV – jeering, barking commands and scuffling for the DualShock.

INSTANT CREDIBILITY

It's pure push-button, MTV gaming – urban and instantly accessible. The action's delivered in vibrant two-minute chunks, so you're never afraid to start a new game or stab the button for 'one last go' – instant, digestible entertainment with no flabby moments. It's genuinely cool, genuinely 'street' – endorsed by the world's most unassuming, universally pioneering skaters and backed by a patchy, but highly credible, soundtrack. The sort of game you'd happily leave playing in the background when your snotty fashion victim mates call by unannounced.

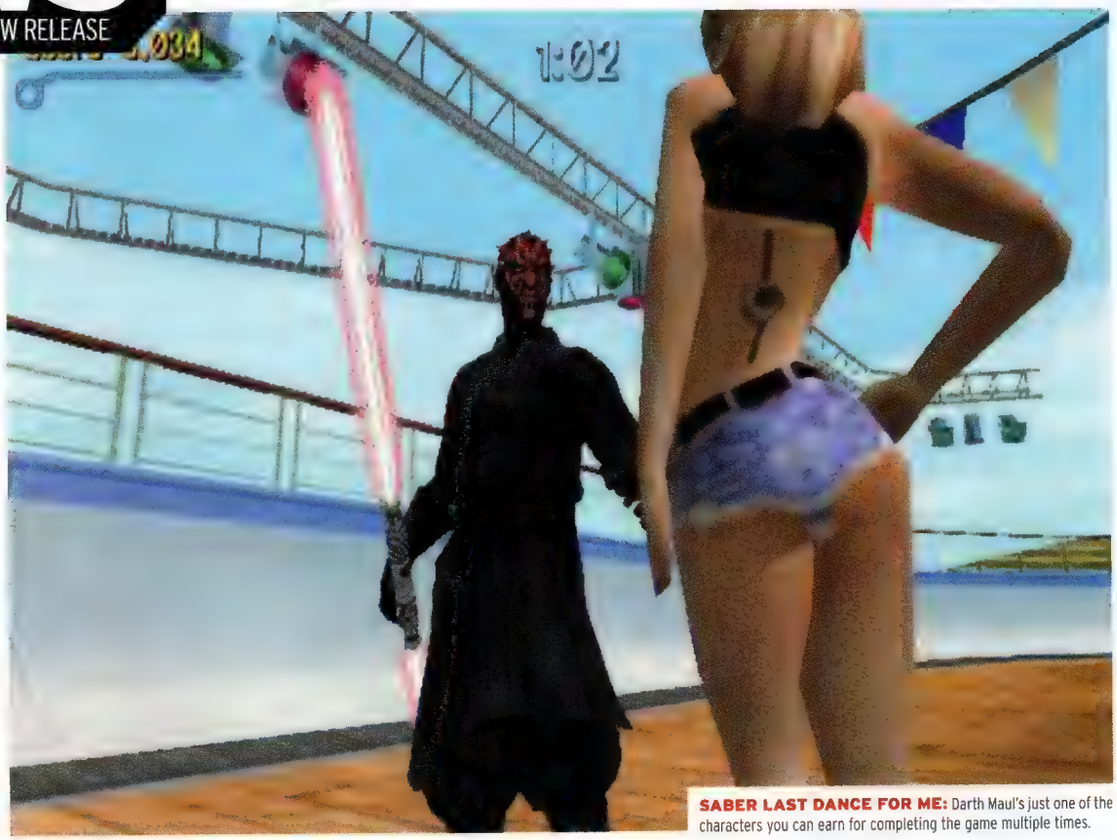
The controls are near perfection. While initially unwieldy, you'll still be popping around collecting items and pulling basic grabs. With a little practice, you'll be linking spins into flips and instinctively grinding to previously unreachable areas. When you understand the trick system, you can interact with any part of the scenery – stretching the perceived ▶

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

BEGINNING OF THE END: Even when you complete the game first time around there's still a massive amount to unlock.

FLAT OF THE LAND: The flatland tricks are new to *THPS3*. Some characters have them as default, others have to earn them.



SABER LAST DANCE FOR ME: Darth Maul's just one of the characters you can earn for completing the game multiple times.

PITY THE FOOLS

Not only can you dress up the standard skaters in a variety of eye-bleeding novelty garb, you can design your own character from scratch, tinkering every attribute from weight to watch design. With five minutes' fiddling we came up with a drop-dead likeness of PSM2 Pro Tips favourite Mr T, sending him into a mischievous two-player Graffiti battle against skate veteran, Marty McFly. The comic potential is huge.

A-TEAM ATTACK: Muscles, mohawk, jewellry and... er, shades stolen from Bootsy Collins' wardrobe. That'll be Mr T, then.

CLASH OF THE ICONS: Marty McFly attempts to fool Mr T [illegible] Mr T's still obsessed with melons.

WORLD IN MOTION

With eight standard levels – from the industrial beginners course of the Foundry to the insane techno-railery of Tokyo – you're never short of a challenge. Our favourite course has to be Canada, a swirling multi-level trick-fest designed for mega-scoring combos. As a special surprise, there's a simply enormous Cruise Ship as a reward for beating the game, with its own unique set of expert puzzles. Purists will be delighted to hear that some favourite courses from *THPS1* have been redesigned for PS2 and sneakily hidden away. Which ones? That'd be telling.

CONTESTING, TESTING: Tokyo's an incredible neon-lit competition arena. It's littered with stat points.

CHOPPER BOARD: As in *THPS2*, grinding the rotor will launch this helicopter at the Airport level.

SANTA CRUISE: It's just like Christmas – *THPS3* [illegible] as presents for being good.

SECRET SURFACE: Other unlockables include [illegible] *THPS*. Recognise this one?

AXE TO GRIND: You'll have to perform certain tasks [illegible] the creepy bloke in Suburbia.

▶ limits of your skill and imagination. Sometimes you'll see distant objects and spend hours working out how to reach them, only to attempt something outrageous – such as grinding 200 metres on a rooftop cable – to find the solution slotting into place like the final twist of Rubik's cube.

So what's changed? Well, the visuals have been dramatically overhauled, exuding chunky, cartoon solidity and a vibrant sheen. The game's – mostly – locked at 60fps and the environments are bigger and busier than ever. LA teems with roaring traffic and the chatter of pedestrians, while Canada sweeps high into the treetops with a skate-friendly replica of the Ewok village. The skaters move more convincingly than ever, subtly re-arranging their feet for key tricks and swaying their arms as they battle to keep balance. The slams are diverse, brutal and realistic, leaving levels smeared with comic out-size blood smears.

LINKING PARK

The feel's instantly familiar for PSone fans – with some subtle, critical improvements. The much-vaunted Revert feature lets you link ramp tricks to floor moves – a glaring fault of old – by tapping R2 as you land an aerial move and moving instantly into a Manual Roll or Wheelie. Using a combination of grinds, Manual Rolls and Reverts, an expert player can – theoretically – link their entire run into one huge, mega-scoring combination. Better yet, the Special bar – vital to perform characters' ace signature tricks – builds up *during* a combo, not after it. The number of standard moves has doubled, while the new flatland tricks – including Handstand Double Flips – add diversity to the tedious linking sections between obstacles.

The Career mode's undergone a user-friendly face-lift, side-stepping the technical demands of old. You've still got the same basic tasks – finding a secret tape, grinding five switches – but most objectives follow a story-based theme. You've got to trigger an Earthquake in LA, stop pickpockets in the Airport and – in a sly swipe at Konami's *ESPN X Games Skateboarding*, trash the museum on the Cruise Ship. You no longer earn

IMPACT POINT

Still disbelieving, you plug the USB Ethernet Adapter into your PS2 and gingerly attempt to make an on-line connection. Four clicks later, you're waiting in a lobby with three US skaters, chatting on your USB keyboard and taking it in turns to pull killer tricks. It's the future.

"IF YOU'VE GOT THE MOTIVATION, THE REPLAY VALUE'S NEAR-ENDLESS – AN EVER-EXPANDING CHALLENGE"

INSIGHT

■ **To ensure accuracy, each skater chose their own outfits, decks and special moves. Tony Hawk – a confessed PS2 fan – has finished the game (100 percent on all levels), scoring over a million points on a run.**

money for completing tasks, so extra stat points and decks are deviously hidden on each level – upping the replay factor and rewarding experimentation. Completing a level 100 percent unlocks a new slot for Special Moves, expanding to a maximum of ten. Rest assured, you'll always be kept busy.

OLLIE DAY! CELEBRATE!

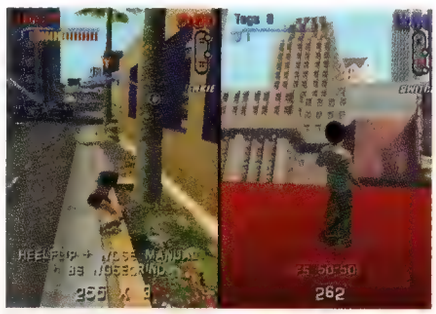
Finishing Career mode unlocks a real-life skater video and some awesome new characters, including Darth Maul, Officer Dick and a few killer surprises – not mentioning four hidden levels and a raft of cheat codes. Even if you've unlocked *everything*, there's always topping your high-scores and perfecting runs through each level. If you've got the motivation, the replay value's near-endless – an ever-expanding, empowering challenge. The Create-A-Skater and Park Editor modes add near limitless potential to an already compelling package.

The two-player modes have been dramatically improved, offering full-speed vertical/horizontal action with barely a hint of pop-up – a far cry from the disappointment of old. Key games like Horse, Graffiti and Trick Attack remain, while new modes like Slap! and King of the Hill accentuate the diversity. Best of all, Network play's a revelation, running full-speed with up to four players. Using a £60 USB Ethernet Adapter and our existing Internet Service Provider T1 connection, we were able to set up live skate jams with our US cousins with four simple clicks of the ⊗ button – everything on-line console gaming should be. We're still recovering from the shock.

It's not *quite* perfect. Debatably, the level design's patchy, with some uninspired terrain – competition courses like Rio lacking the X-factor of *THPS2* trick favourite Marseille. Lamentably, the frame-rate *sometimes* drops on busy levels – not enough to spoil it, but cause for disappointment. Some of the objectives are too fiendish, too fiddly and the age-old problem of turning in tight spaces returns. Sometimes, you'll swear the game reads what you're trying to do and deliberately makes you miss a leap. It doesn't, and that's the critical point – *THPS3*'s such a test of concentration that the slightest mental wobble can translate to on-screen failure.

Should you buy this instead of *SSX Tricky*? As a hardcore gamer, definitely yes – few games in history provide such a hugely invigorating challenge. Part-time gamers may prefer *Tricky*'s immediacy, but'll find loads in *THPS3* to keep them entranced. If you can afford it, buy both. It could've gone horribly wrong, Neversoft could've fluffed the on-line play and fallen pray to that 'difficult' third game syndrome; but as far as criminally-addictive, insanely-rewarding, divinely-crafted challenges go, three really is the magic number. Buy with absolute confidence… and don't forget to eat your greens. **PSM2**

Oil those bearings and raid the savings. THPS3 is out now. Check pg26 for on-line news.



TAG HERE, WATCH: Graffiti modes all about colouring surfaces and stealing back your opponents with bigger trick combos.

SITH LORD'S CHOICE

1 **THPS3**
The trickiest, most expansive game on PS2 – a divinely pitched challenge for experts and beginners alike.

AIRBLADE
Gorgeous looks can't save Criterion's extreme star from a stodgy story mode.

ESPN X GAMES SKATEBOARDING
An ultimately frustrating hybrid of realism and fantasy. Deeply flawed.

PSM2 VERDICT

GAMEPLAY
+ Intelligent, expanding controls reward repeat play.
- Bit daunting to start. Fiddly turns.

GRAPHICS
+ Bold, glorious levels and sparky animation.
- Occasional slowdown, some dull levels.

SOUND
+ Eclectic, pulse-racing tunes and superb clunky effects.
- The odd weak track and cheesy bystanders.

LIFESPAN
+ Near-infinite gameplay scope with fantastic replay rewards.
- Requires dedication – and skill – to see the lot..

OVERALL
A trick-packed challenge with sufficient visceral impact to delight casual and die-hard gamers alike – if you've got the patience.

96

GHETTO SUPERSTAR

OUT UK NOW

SOUL REAVER 2

Get back to the time when vampires were an endangered species in Nosgoth.

REVIEWER: Jonathan Bryant

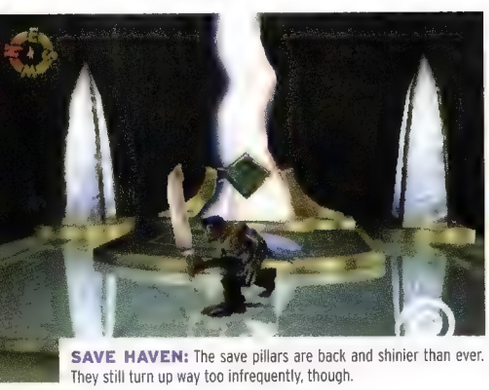
Looking back, looking forward. Such is the nature of *Soul Reaver 2* – and any series of games for that matter. It's a case of examining what's come before, holding up the latest instalment and seeing if it's any better. And, if you've only encountered *Soul Reaver* on PSone, prepared to be brained by the quality of this. Visually it's a universe away from the cutting edge graphics of 1998.

Cut-scenes, although occasionally jerky, are impeccable and the level of in-game detail has greatly improved. The control system's also received a welcome overhaul, adding a new selection of attack combos on both ⓡ and Ⓐ, along with a smart bunch of special moves governed by your current weapon. Grab a polearm, for example, and you're given a killer overhead blow, whereas a sword provides a *Devil May Cry*-style upper-cut. You still can't use two blades together – a missed opportunity – and there're some gun-like weapons that scupper accepted logic by remaining stuck to the floor despite your efforts to pick them up. Maybe those fat claws are a bastard when it comes to triggers or something. But for every instance where the game throws up a stumbling block like this, there's a wealth of brilliant detail to make up for it.

Marshy shallows slow you down, forcing you to wade rather than run. Raziel the vampire now leaves footprints on dusty ground and the world of Nosgoth is teaming with irrelevant, ambient fauna. It doesn't mean that *Soul Reaver 2* is a massive departure, gameplay wise, from the original, but it does mean that the land you encounter is incredibly competent at convincing you it's real.

DEGENERATIVE STATE

One criticism we had of the previous title was that the degenerate landscapes were much of a muchness. When you'd seen one derelict tomb or temple you'd seen them all. This time, Crystal Dynamics have hit overdrive creatively, feeding, it seems, off a malleable plot that moves between different timelines. Swamps, rolling hills, Egyptian-styled temples, gothic cathedrals... It's level after level of atmospheric architecture which, thanks to the dual worlds of the game, makes for an essential factor when it come to solving puzzles. Get stuck in the material world and, chances are, you'll find a fresh perspective in the spirit realm where doors appear in solid walls and pillars suddenly shoot skywards allowing you to reach previously inaccessible platforms. Again it's nothing new if you're a *Soul Reaver* veteran, but it still makes for the most complex mental challenges you'll see in a game of this kind.



SAVE HAVEN: The save pillars are back and shinier than ever. They still turn up way too infrequently, though.

INFO

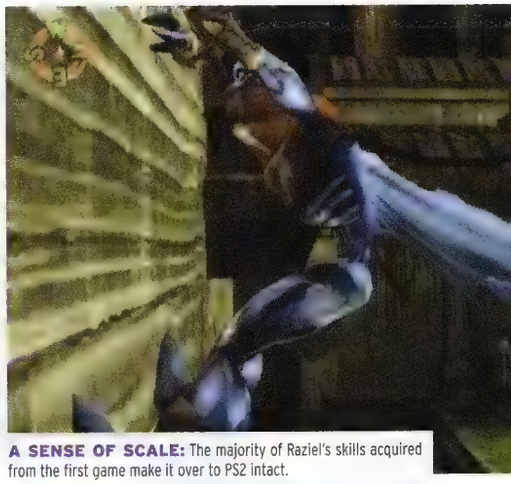
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Crystal Dynamics
- **PUBLISHER** Take 2
- **GAME TYPE** Action/Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- Raziel comes pre-equipped with the 'phase through gates' and 'climb' moves as well as the Soul Reaver.
- The return of the map option from *Legacy of Kain: Blood Omen*.
- The combat system allows you to mix up blocks, circle kicks and upper-cuts with projectile attacks.
- DVD extras, including concept artwork and unlockable out-takes by the voice actors.

INSIGHT

- Along with the return of Paul Lukather and Anna Gunn from *Legacy of Kain: Blood Omen*, René Auberjonois – aka Constable Odo in Star Trek: Deep Space Nine – adds his voice talent to the gathered cast.



A SENSE OF SCALE: The majority of Raziel's skills acquired from the first game make it over to PS2 intact.

MOON FLEET: You've got to be quick with your claws when confronted with three or more vicious Slaugh.

There is, however, a dark side to *Soul Reaver 2* – and we're not talking about a shortage of torches. It's become a fan game, appealing to a clique of people who have become entwined in a storyline that makes the film Momento look like The Hungry Caterpillar. As such, it doesn't want to alienate its followers – but at the cost of putting a barrier between itself and those new to the adventures of Raziel. The cut-scenes are a perfect example of this fundamental flaw. Within the first hour they pop up all over the place rattling on for an age, attempting to get the player up-to-speed with the epic plot. Satisfying for a fan, but come to this fresh and they'll soon dissolve into a blah, blah, blah of tedious exposition.

Let this put you off, though, and you'll ultimately be missing out on an essentially satisfying experience. *Soul Reaver 2*, while not quite a radical departure from form, still does its heritage justice by being another remarkable adventure. **PSM2**

Not played the original? Can't wait for DMC? *Go to the shops now and get this in.*

DRAC PACK'S CHOICE

1. **DEVIL MAY CRY** Light on puzzles that stretch the imagination, but unsurpassed as far as pulse-slamming action is concerned.
2. **SILENT HILL 2** In the shadowy world of adventure horror there's none more shadowy or as adventurous as this.
3. **SOUL REAVER 2** Up with the big boys but, like all long-running series, in need of a rethink if it's to prevail.

PSM2 VERDICT

GAMEPLAY
+ Still a perfect balance of slaughter and puzzlement.
- Other than the time travel, there's nothing here to shock fans.

GRAPHICS
+ The stylised special effects are incredible
- Cut-scene rendering speed can get a bit dicky at times.

SOUND
+ The choir from 2001: A Space Odyssey.
- Too many long speeches for our liking.

LIFESPAN
+ Loaded with problems that'll have you sweating for hours
- Don't use walkthroughs unless you absolutely have to.

OVERALL
A total revamp of *Soul Reaver* that re-establishes all the reasons we loved it the first time round. Not fresh but still incredibly tasty.

78

RE-ANIMATED

There's only one way to settle this!
Scissors cut paper, paper wraps stone, stone blunts scissors, chainsaw cuts metal, metal burns, burn the chainsaw! Sort out your differences and vent your aggression with Robot Wars Arenas of Destruction. Build your own robots then destroy the opposition in massive metal mayhem. It beats doing the washing up!
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ARENAS OF DESTRUCTION
PlayStation 2
PC CD-ROM

OUT UK NOW

WORLD RALLY CHAMPIONSHIP

Rallying *is* a risky business. But like most really dangerous things it's a blast. PS2 finally gets driving, dirt and damage – everything that *GT3* was too precious to provide. Don't blame us if you hurt yourself.

REVIEWER: Marcus Hawkins

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Evolution Studios
- **PUBLISHER** SCEE
- **GAME TYPE** Rally Sim
- **PRICE** £39.99
- **EXTRAS** 1-2 players, DualShock 2, Memory Card, Logitech GT Force wheel

PlayStation 2

DETAILS

- Follows the official World Rally Championship's 14 stages.
- Compete in the complete World Rally season, Time Trial or Single Rally.
- Features all the official drivers (except Colin McCrae, known as Ford Driver) and cars.
- Drivers faces mapped in to the game using Digimask technology.

SCREEN IF YOU WANNA GO FASTER: The in-car view gives you a view of the interior detail as well as the misty road ahead.

The brainchild behind *World Rally Championship*, Martin Kenwright, has been keen to point out the differences between his rally sim and Kazunori Yamauchi's magnum opus *GT3*. Initially it was his view that they were never in competition, pointing out that his main rival was in fact Eurosport. Then, following *GT3*'s release and towards the end of *WRC*'s development cycle, Evolution Studios' MD and co-founder claimed that he liked to think of, "*GT3* as a Mercedes and his own game as a BMW" – different, but equal. Kenwright wasn't just using fancy prose – *WRC* is a very special rally sim.

Although early screenshots have been circulating for nearly a year now, it's only when you experience first-hand the extensive scope of the racing environments that you can truly appreciate them. Beginning the WRC tour on the mountainous Monte Carlo rally, you struggle round the first few

WORLD RALLY CHAMPIONSHIP

"A VERY SPECIAL RALLY SIM"

OVERALL PRESENTATION: Creased all-in-ones, detailed helmets and realistic faces - the drivers are a work of art.

IMPACT POINT

Once you think you've mastered *WRC* with the DualShock 2's Analogue sticks, we think you ought to invest in a Logitech GT Force wheel for an entirely new sensation. Experience the thrill of crashing into a tree all over again! Drive like a complete berk! Hurl the frikkin' thing across the room! Or just stick to the pad...

treacherous bends and suddenly you're faced with a stunning vista. The track stretches out before you, rendered in real-time 3D – if you can see it, you'll be driving on it in the next few seconds. It's the first and most important step in establishing total rallying realism. Many hardcore gamers protested in volumes over inconsistencies in SCEE's *Formula One 2001* and even *GT3* (a common argument being, 'It's just an arcade racer'). It seems devout motorsports fans are only happy if every subtlety is accounted for.

All real-life teams and drivers are available to the player and each vehicle handles with its own quirks and niggles. Do you go for the all-round versatility of the Ford Focus, the Peugeot for its high performance on the Tarmac or maybe the Impreza just because of its deep blue paint job? Behind the wheel, the nuances of steering a rally car over a series of different surfaces has been implemented well by Kenwright and his team. On ice and snow, gentle braking's required, and taking corners too late will see you careering off the edge of the track into a tree. Even on the dry asphalt courses the narrow gauge of the road often takes you by surprise. However, with a little practice you realise that a successful run just comes down to intelligent use of the brakes – that, and taking a few heart-in-the-mouth risks.

It's this high-risk factor that makes rallying, and in turn *WRC*, so appealing. It's about adrenaline-fuelled romps around narrow, slippery forest tracks like the UK's Network Q rally or marathon treks across arid Kenyan desert, hurtling round corners with your vision obscured by clouds of dust and a broken windscreen. It's dangerous, fast-paced and a pure visceral racing thrill. Try comparing that with staid, circuit-based F1 games and you soon realise which sport translates best to a videogame.

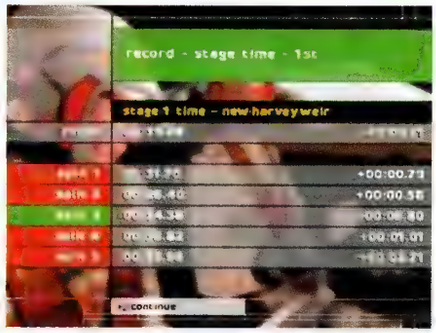
The only criticism that can be levelled at *WRC*, or an area that may divide opinion, is the lack of visual contact with opponents. Admittedly this is part and parcel of rallying itself, but it can be a lonely experience just racing against the track and the clock. It just doesn't have the immediacy of beating someone to the line. A concession to this is the use of a timer which displays split times at checkpoints. This shows green when you're in the lead and red when you drop a few precious seconds. There's a certain amount of gloating satisfaction to be had when you know you're on a winning run.

Evolution Studios' should be proud of their achievement. *WRC* is a balls-out, seat-of-your-pants ride that shows the lesser known motor sport of rallying in all its rugged glory. At the very least, the most brutal racer on PS2 yet. **PSM2**

Get your chamois out, World Rally Championship's *in the shops* now.

TRUE GRIT Cars pick up dirt, dents and damage. Gearboxes and steering usually go, too.

WORK THAT BODY: The vehicle models are brilliantly detailed, right down to the firing exhaust and internal roll structure.



EXIT STAGE RIGHT: There'll be times when a lame start can be picked up in the later stages of a course. You'll have to floor it, though.

"THE TRACK STRETCHES OUT, RENDERED IN REAL-TIME 3D - IF YOU CAN SEE IT, YOU'LL BE DRIVING ON IT"

INSIGHT

On the main menu of *WRC* there's an option titled WRC Challenge, after completing a *GT3*-style license test you'll be given a code to type into the Web site at *www.wrc.com*. This will give you a further code to unlock the first round of a virtual WRC in Monte Carlo, which coincides with the real event. Fast times are then logged into the site with three more rallies to follow. The winner will be offered the chance to go to the rally of Cyprus in March. See the leaflet in the game box or visit *www.wrc.com* for more details.

PERFECT DARK: Night stages require heightened awareness - if you think rallying in daylight's tough, you'll need to be sharp after dusk.

STRAIGHT AND ARROW: Keeping an eye on the next corner's crucial - your co-driver offers invaluable advice.

THE SAINZ'S CHOICE

1. **WORLD RALLY CHAMPIONSHIP** All aspects of rallying covered, great presentation. Gets the hairs standing.
2. **GTC: AFRICA** Not exactly rallying but it's a good attempt at enhancing the racing experience with rural locations.
3. **PARIS-DAKAR RALLY** Long-distance rallying across dusty land on four vehicles. Very average.

PSM2 VERDICT

GAMEPLAY
+ As you'd expect... but even better.
- Very unforgiving initially

GRAPHICS
+ You'll feel like you've been there.
- Redraw present on a few tracks.

SOUND
+ Snap, crackle and a few recognisable pop songs
- The theme tune will gnaw at your lobes.

LIFESPAN
+ Nearly 500km of track and WRC Challenge.
- Once you get the hang of it, you'll breeze through.

OVERALL
If you're a rally fan, a racing fan... hell, a *PS2* fan, you really should buy this. It looks ace and there's loads of challenge here, but no opposition.

87

GRIPPED

APPLES AND PEERS
Collecting fruit and avoiding nitro isn't that much of a radical move anymore.

OUT UK now

CRASH BANDICOOT: THE WRATH OF CORTEX

Ol' Crash has been dragged into the next-gen by new developers. How d'ya like *them* apples?

REVIEWER: Marcus Hawkins

Take a good look. Crash's new adventure is the closest most of us will ever get to seeing a game icon in mid-life crisis. Long time *Bandicoot* developer Naughty Dog's attentions are fixed on *Jak and Daxter*. And while the crate-crushing charm that quickened hearts is still there, the world's moving on. Aware of this, Crash has hooked up with a new partner, investing in some new transport and a funky makeover. Yet the overall effect is more lukewarm familiarity than marsupial sex machine.

Dr Neo Cortex's hatching another plot to nobble his former creation, this time with the help of a bunch of cranky elemental masks (fire, earth, water, etc). With Coco at the Warp Room controls, Crash must make his way through five elemental hubs, each subdivided into five levels and a final boss battle. As usual, you have free choice in the order you tackle a hub's levels, but only on beating its boss can you progress to the next.

Crash's narrowly linear, pseudo 'true 3D' path remains intact from previous outings, but the developers have brought some entertaining new additions to the gameplay-enhancing vehicle levels, including an Aliens-style exoskeleton loading suit, a mini submarine and, best of all, an oversized hamster ball.

"FOR A SERIES THAT'S ALWAYS TRADED ON ITS GOOD LOOKS, THE GRAPHICS HERE ARE IMPRESSIVE"

How how does it play? The answer, in all honesty, is *Crash Bandicoot 3: Warped*. Nobody can deny that with the hardware to hand, Traveller's Tales have done wonders with the game's graphical complexion. For a series that's always traded on its good looks, the graphics here are genuinely impressive – the first time you see the image of our fuzzy hero deformed through foregrounded icicles, it's hard not to forget the fruit pursuit in hand and return to marvel at the optical effect. But when it comes to gameplay and basic structure *Crash* fans have seen most of it before.

The Wrath of Cortex is smartly put together with crowd-pleasing visuals and, isolated from its predecessors, ain't a complete disaster. However, fans of the series deserve more than a shiny retread. Although the legend remains intact for now, it'd be a crime if Crash was still spinning along the same narrow path next year. **PSM2**

Still feel the need to gather Granny Smiths? The Wrath of Cortex is out now

INSIGHT

The bandicoot is part of the marsupial family that includes wallabies, dibblers, the Tasmanian Devil and, er... numbats. Log onto www.australianwildlife.com, you'll find that they don't actually wear jeans...

APPLE CATCHER'S CHOICE

1 **KLONOA 2: LUNATEA'S VEIL**
2.5D platformer with winning, old-skool looks and plenty of gameplay variety.

2 **RAYMAN REVOLUTION**
Solid platforming let down by the limbless behaviour of ol' big nose.

3 **CRASH BANDICOOT: THE WRATH OF CORTEX**
Crash just isn't as entertaining as he was way back when.

PSM2 VERDICT

GAMEPLAY
+ Instantly recognisable, eminently playable.
- Despite vehicle levels there just isn't enough variety

GRAPHICS
+ Beautifully realistic details sit comfortably with cartoon looks.
- Besides Crash and Coco, other characters don't look as good.

SOUND
+ Perky level music is a constant companion...
- But, the perky level music is a *constant* companion.

LIFESPAN
+ Clear crystal-gathering purists will have their work cut out.
- More casual gamers won't find a huge amount of replay value.

OVERALL
Deeply competent next-gen reworking of Crash's 32-bit past glories that fails to put on a final spurt into innovation country.

66

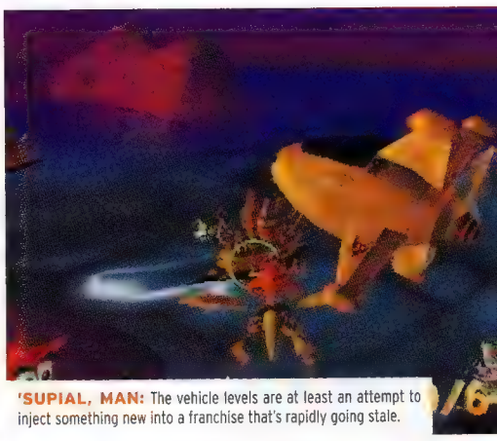
FAMILIAR

INFO

CODE TESTED
PAL (UK)
DEVELOPER
Traveller's Tales
PUBLISHER
Vivendi Universal
GAME TYPE
Platformer
PRICE
£39.99
ESSENTIALS
1 Player, DualShock 2, Memory Card

DETAILS

- Five elemental hubs, each with five levels and a final boss confrontation.
- Free choice of levels within 'hub', but final boss must be beaten to open up the next.
- Relics available to players returning to levels and beating previous best time.
- Play as Crash *and* Coco for the first time.



'SUPIAL, MAN: The vehicle levels are at least an attempt to inject something new into a franchise that's rapidly going stale.

OUT UK NOW

WHO WANTS TO BE A MILLIONAIRE 2

Are you sure you want to buy this game? Would you like to phone a friend?

The original *WWTBAM* was a sales phenomenon. So you can't blame Eidos for knocking out a sequel. But the fact still remains that all the game amounts to is a slow multiple choice test, only now it looks a bit fancier.

The biggest change from the first game is that the studio is populated. In the background there's the audience clapping like seals and peering straight at you is Chris Tarrant. This is a massive improvement, as it was pretty lonely playing the original. The 'trouble' is that Tarrant is computer generated. He's got an impressive array of facial expressions, but he looks and moves like a cross between a Jim Henson creation and something from Walking With Dinosaurs. He dominates the screen, staring straight into your soul with his doll-like, lifeless eyes. Unnerving ain't the word.

It has all your favourite bits from the show – the music, the lifelines, the tension building low cash questions – but no money is won and you don't get to appear on TV. So really there's very little point. It's not even fun with the multi-player challenges, just a little laboured.

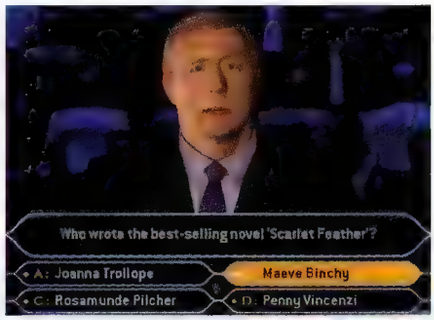
Before you buy this, please realise that you can also get Who Wants To Be A Millionaire After Dinner Chocolate Mints. They're tasty, and allow you to do your best Tarrant impression. They're also much better value for money. **PSM2**

QUESTION TARRANT-TINY: Shrunk to fit into your widescreen, ol' baggy face dominates the proceedings.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

DETAILS

AN AUDIENCE WITH... Half a brain between them, apparently. But as with the show, you can't always trust them to be right.



WRITE ON, RIGHT ON: Tough questions for tough money. But apart from feeling smug, there's no real reward for being right.

OVERALL
Not an essential purchase. If you having a party and don't fancy Trivial Pursuits then rent this. Just don't buy.

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QUIZZICAL

OUT UK NOW

DRIVEN

You want high-octane, high-intensity, seat-of-your-pants racing? Look elsewhere. *Aaaadrian*!

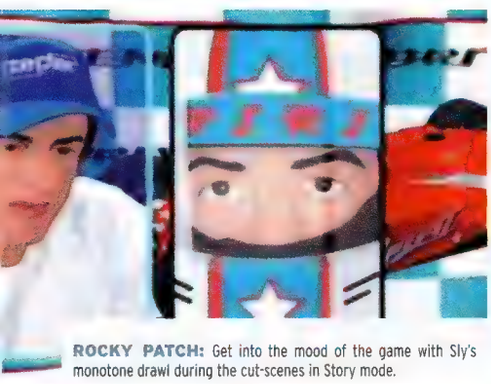
Sly Stallone's back and he's making a concerted effort to become the Mario of PS2. With one Rocky game lined-up and this gaming spin-off of Sly's new flick, all we need is a Cobra platformer and he's laughing.

The film Driven deals with the glamourous world of a fictional F1-style racing circuit and the game attempts to capture the drama and intensity of professional racing. It fails.

With any project that has Sylvester Stallone involved, you shouldn't expect restraint, detail and realism. Which is just as well, because *Driven* is no *Formula One 2001*. Instead, it's fat inflatable banana of a game that makes *C.A.R.T. Racing* look classy. The gameplay's split up into two main section: the predictable Arcade mode and a 14-part Story mode that presents you with 14 different challenges that follow the film's plot. But the best part of these are the comic book-style cut-scenes between tests.

This ain't a great game. It has a weird cartoony look that might work if the action was fantastically fun. Instead it's really narky. The handling's twitchy and the physics very dubious.

There're are so many quality PS2 driving games that offer so much more value, fun and lifespan than *Driven*, only someone completely punch drunk and and desperate to get back into the ring would even consider buying it. **PSM2**



ROCKY PATCH: Get into the mood of the game with Sly's monotone drawl during the cut-scenes in Story mode.

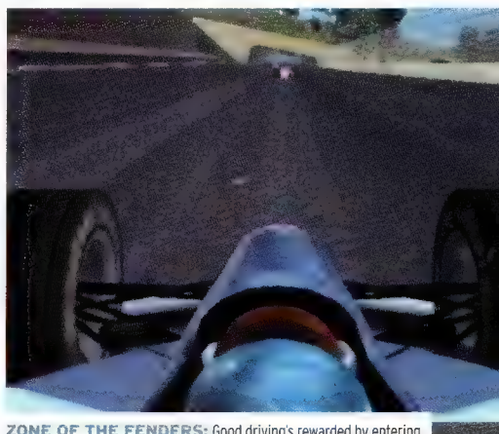
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

DETAILS

OVERALL
Mirrors an extremely average film beautifully. Dumb, vacuous, tired and ultimately shallow. Stallone would be proud.

46

DRIVEL



ZONE OF THE FENDERS: Good driving's rewarded by entering 'The Zone'. You get the breeze, some smeary effects and better handling.

SHORT OF A TRIOMPHE: Despite the presence of landmarks, the courses are fairly bland and lack real detail.

HEROES AND ZEROES
Nigel Zero, The Twins and Zoe look on as Bond ruins his suit's line with a shotgun.

OUT UK NOW

JAMES BOND 007 IN... AGENT UNDER FIRE

The most ambitious Bond yet – pure Goldfinger, or a load of old Thunderballs?

REVIEWER: Joel Snape

What defines Bond? Is it possible to simply condense it down to the gadgets or the charmless misogyny? The fact is, it's all about the components. The ostentatious stunts, the ruthlessness, the quintessential Britishness are all slotted into place with ruthless efficiency, which is why the franchise is so enduring – and why no simple FPS or racer can *entirely* capture the spirit of the films.

Which is where EA come in. Rather than basing a game on the now-forgotten TWINE license, they've simply whisked half-a-dozen films-worth of guns, girls, gadgets, cars, quips and psychotic megalomaniacs together. The genre-blender's a difficult scam to pull off, but they've done it in style, using the *Quake 3* engine for the shooting sections and recruiting the *Need For Speed* team for the driving bits. Fling in some shameless – but pleasant – 'homages' to *Time Crisis* and *Metal Gear Solid*, and you've got a game with less nutrition than a bucket of popcorn but more style than a dry Martini.

Bond himself – a crinkly-faced combination of Brosnan's looks and Connery's accent – is a large part of the game's appeal. Rather than being some faceless steroid-freak, you're the most iconic hero in cinema history, dispensing snappy patter and Teflon-coated justice with equal cool. Each time you tackle a situation in a suitably Bond-ish manner, you're rewarded with a handful of 'Bond Points' and a Monty Norman riff – effectively encouraging you to always look out for the hidden vent, explosive barrel or opportunity to use Q Branch's latest gadget. R and M (talented

"RATHER THAN SOME FACELESS STEROID-FREAK, YOU'RE THE MOST ICONIC HERO IN CINEMA HISTORY"

INFO

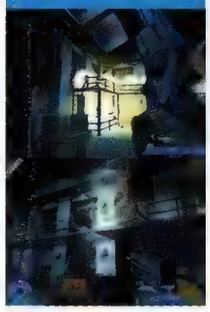
- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** FPS/Driving
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card

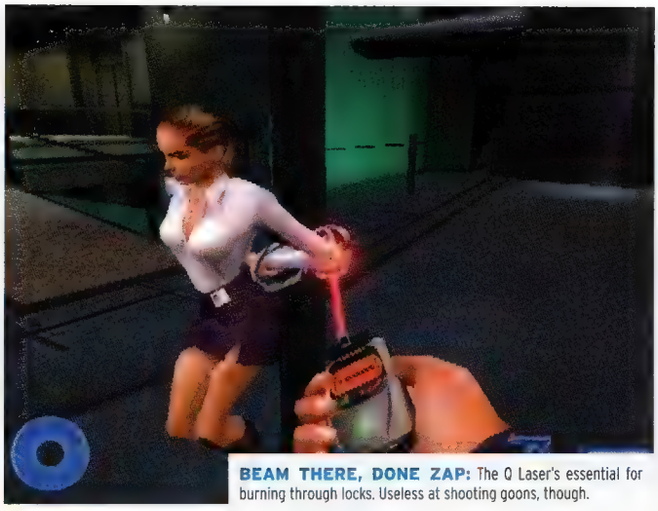
DETAILS

- 18 single-player missions, including four driving ones.
- Four-player split-screen or i-Linked games, with 12 levels and four game types – Deathmatch, Anti-Terrorist Training, Protect The Flag and Co-operative.

IMPACT POINT

The jackal's perched on a gantry – she's scurrying away from some exploding barrels onto a loading crane above a giant fan. And what's this switch? You certainly got the drop on her, Bond. Ho, ho, ho.



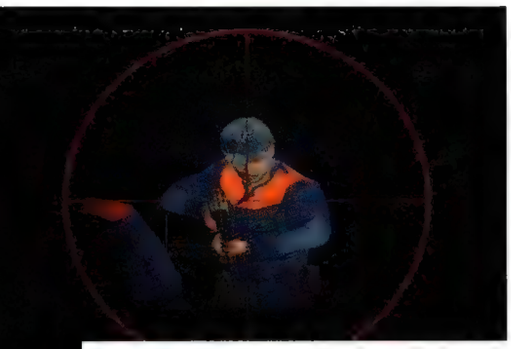


BEAM THERE, DONE ZAP: The Q Laser's essential for burning through locks. Useless at shooting goons, though.

voice actors, unless they've resurrected Desmond Llewelyn) keep up a steady stream of chat throughout, and Bond's always ready with a predictable one-liner. The bite-sized missions keep the pace blistering, introducing and killing off pretty ladies and villains quicker than Goldfinger with the fast-forward stuck down. Some shameless idea-plundering means you'll see elements of *MGS2* (stealth, shooting fire extinguishers), *Red Faction* (using gun emplacements) and *Spy Hunter* (everything about the driving sections). With this kind of breadth, concessions are inevitable – coming here in the form of patchy AI and auto-aiming – but the standard's impressively high throughout. Replay value's provided by the allure of acting as Bond – complete a level with a gold or platinum ranking and you're rewarded with extra weapons and new Deathmatch levels. Is it – ulp – better than *GoldenEye*? Yee-ess... *just*. Inevitably, the sense of immersion's heightened by the crisply detailed graphics and smart effects. Imagine being temporarily blinding by a roving laser sight, only to duck as flakes of concrete ping off the wall beside your head – the older game just can't compete. As for the classic four-player Deathmatch... ah.

For a start, exactly a fifth of the PSM2 team simply can't play *Agent Under Fire*. There're four control setups – that's two incorporating *TimeSplitters*' left-stick-look, right-stick-move setup, and *none* catering for people who're left-handed or used to the *GoldenEye* system. With no way of assigning jump and crouch to R1 and R2, control never feels as instinctive as it should – particularly in multi-player games.

In a game that's otherwise got Columbo's eye for detail, it's heartbreaking to get frustrated because you keep accidentally cycling past the gadget you want. Note to every developer in the world: *always* let us redefine our controls, you *muppets*. What did the remaining team members think? Well, it's a bit slow, and a bit grey, and a bit tricky to see whether you're on target or not – in short, not a patch on the glorious '*Splitters*. The VIP Escort mode's an excellent idea – a sniper duel to protect/shoot a slew of diplomats – but it pales beside *Unreal Tournament*'s smooth zoom function and Facing Worlds level.



DODGE SNIPER: The sniper rifle's only capable of two degrees of magnification, it lacks *Unreal*'s versatility.

MISSILE LUNCHER: The multi-player seems so slow you can almost watch Bond's suit crease as he fires a rocket.

TRY NOT TO BREAK IT, 007

Surprisingly, rather than being tedious inter-level sub-games, the driving sections and shooty bits hold their own, with oil-slicks and screen-smearing boosters a-go-go. If there's a problem, it's that they're a bit too short – when you've got an entire city to skid, smash and swerve around, it's criminal to finish your first mission in under a minute.

BASHED-IN MARTIN: Nice to see some car manufacturers aren't too precious about seeing their machines get damaged.

INSIGHT

- None of the game's guns have their real names – legal issues, apparently...
- In On Her Majesty's Secret Service, one of Draco's men whistles the Goldfinger theme.

Agent Under Fire isn't a truly amazing game. It's a series of very good ones cleverly bolted together. It's a shooter that's more likely to encourage ironically arched eyebrows than drooling kill-rage. Although it isn't as revolutionary as *GoldenEye* once was, the deft changes of pace mean it's undoubtedly the most Bond-like game ever. It might not leave you shaken, but it's certainly stirring. **PSM2**

Agent Under Fire *is in the shops now*

MONEYPENNY'S CHOICE

1 **HALF-LIFE**
Inspired plotting and immersive action make this an all-time classic – with some PS2-specific extras coming as a bonus.

2 **AGENT UNDER FIRE**
From silhouetted title-screen lovelies to casual rocketry, nobody does it better.

3 **RED FACTION**
More appealing for its story than its Geo-Mod gimmickry. *Red Faction*'s a quality title with a huge debt to *Half-Life*.

PSM2 VERDICT

GAMEPLAY
+ Skilful mix of driving, stealth and on-the-rails shooty madness.
- Maddening lack of control options.

GRAPHICS
+ Shiny and clean, with impressive detail
- No distinction between unlockable doors and bits of scenery.

SOUND
+ Timeless music, excellent voices and nice effects. Classic.
- Um... the pans in the kitchens don't ping when you shoot them?

LIFESPAN
+ Tough missions, and the secrets give lots of incentive to go back.
- The multi-player can't match *Quake 3* or *TimeSplitters*.

OVERALL
The Live And Let Die of Bond games – every element thrown in so fast you can't help but enjoy it. Shame the multi-player's so poor...

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SHPLENDID

OUT UK NOW

BATMAN VENGEANCE

Smart superhero makes a dark and stylish leap onto PS2... then stumbles off a skyscraper with a batarang up his nose.

REVIEWER: Daniel Dawkins

Remember the episode of Batman: The Animated Series, where the caped crusader wanders aimlessly around the backstreets, throwing batarangs into the floor and struggling repeatedly to jump onto a small box? Of course not, it'd *never happen* – except, for shame, in the stylishly infuriating world of *Batman Vengeance*. Ubi Soft have taken the most dynamic superhero in the DC universe and made him slightly less graceful than Adam West on a jelly batcycle.

The thing is, it looks *so* lovely. Batman prowls menacingly, dispatching meaty punches and leaping across spotlit rooftops with his individually-animated cape flapping in the breeze. Squint, and this *is* the cartoon – slick, broody and juicy with menace. The slightly fuzzy cut-scenes segue dynamically with the action, boldly characterising an Arkham Asylum's worth of A-list bad guys – from The Joker to Poison Ivy. It's everything a fan could want – until they pick up the pad and squeal like a hired goon.

The controls are diabolical. Batman handles like a rusty crane, lurching on his axis in reality-shattering 30 degree chunks. You can use R1 to align your viewpoint, but this places the camera *right* on his shoulder, making delicate leaps stupidly hard. Since there's no shadow, it's impossible to judge where you are in relation to the platforms. The game's crying out for a free-roaming camera – something even the depressingly average *Portal Runner* could manage. Holy 3DO, Batman. Out-thought by *Army Men*.

It's not all bad news. There's a decent range of punches and kicks – including basic special moves – and a utility belt stuffed with bat-gear. But despite Batman's rich variety of skills, there's only one path through each level. The architecture's covered by 'invisible' barriers to keep you on track, and you can only interact with prescribed pieces of scenery. It's impossible to apply your skills inventively, and – perish the thought – think around problems like the master detective himself.

The misery continues. Since there's only one route through each level, you'll spend ages wandering about lost. You can only shoot in first-person mode – counter-intuitively using the right Analogue stick – and switching weapons under pressure is laborious and costly. Collision detection's icky and Batman's embarrassingly thick. While chasing Mr Freeze through his base – his *base* – the caped crusader growls "The door's just closed behind me. What's going on?". It's a trap, you steaming great divvy. The only bloke Superman fears bundling around like Inspector Clouseau? Sad. Very sad.

There's some fun to be had exploring Batman's moody universe, but, sadly, the rich visuals don't make up for the infuriating gameplay. Not since the days of the Sinclair Spectrum has a game felt this imbalanced, or *unfair*. Kids'll love the visuals, but hate the x-rated controls. Fans'll applaud the atmosphere but detest the Dark Knight's glaring weediness. It's pretty hard to recommend *Batman Vengeance* to anyone. Shame. PSM2

The batsignal's in the sky now.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Ubi Soft Canada
- **PUBLISHER**
  Ubi Soft
- **GAME TYPE**
  Action adventure
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, DualShock 2, Memory Card

DETAILS

- Full cast of super villains, including The Joker, Mr Freeze and Poison Ivy.
- 22 levels sprawling over Gotham City.
- Vehicle sections, featuring the Batmobile and Batwing.
- Adjustable brightness control, and invert crosshairs option. Cinematic mode lets you replay cut-scenes.

INSIGHT

- Batman: The Animated Series started in 1992, drawn by Bruce Timm. The show became so popular, it ran at primetime on the US Fox Network, winning multiple Emmy awards.

WEED IT AND WEEP: Dip into first-person mode to target your enemies - when the cursor flashes red you're primed for a direct hit.

CUT WOMAN: The cut-scenes look like they've been imported straight from the animated series - pure class.

BRUCE WAYNE'S CHOICE

1. **MDK2 ARMAGEDDON**
   Unconventional superhero thrills with inventive gameplay and a wicked sense of humour.
2. **RAYMAN REVOLUTION**
   Graphically vivid, solid platform fun featuring a small bloke with a big nose.
3. **BATMAN VENGEANCE**
   Despite lush atmospherics, Batman's mired in awful controls.

PSM2 VERDICT

GAMEPLAY
+ Meaty combat and diverse skills.
- Aggravating detection and ridiculous controls.

GRAPHICS
+ Lush scenery and chunky, dynamic animation.
- Hideous camera movement and oppressively dark.

SOUND
+ Epic Danny Elfman tunes and great voices.
- Slightly weedy combat effects.

LIFESPAN
+ Beautiful, huge universe. Plenty of challenge.
- Mind-melting gameplay imbalance.

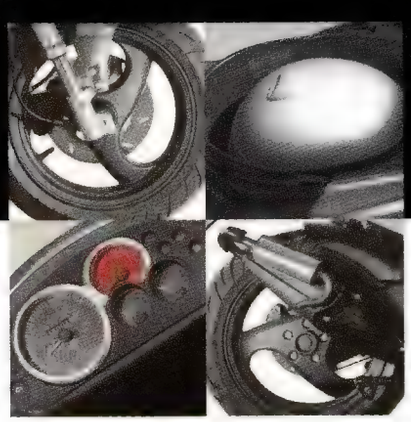
OVERALL
Despite the lush cartoon atmospherics, it's a potential super game turned super villain thanks to daft controls and criminally idiotic level design.

48

KILLING JOKE

DT Air Cooled £1499
DD Liquid Cooled £1699

New NRG MC³. Sprints at your command.



New NRG MC³ DD powered by the new, high performance Hi-per 2 pro engine, liquid cooled and with a Snakebite racing exhaust, new 'Sports Series' intstrumentation, double disc brakes, 13 inch alloy rims, upside down hydraulic front forks, low profile tubeless racing tyres, carbon effect mudguard and air intake.

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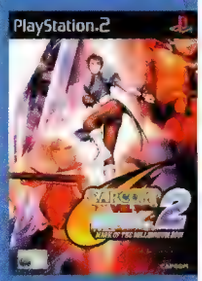
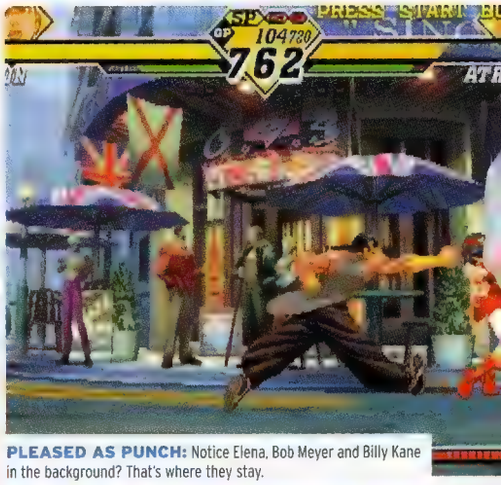
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Beat-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2.

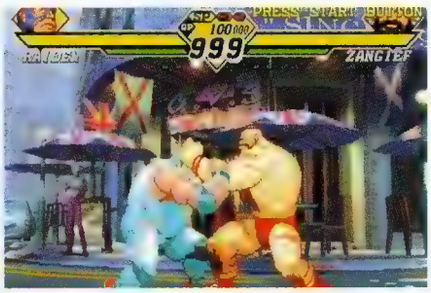


DETAILS

- 44 characters – two with hidden 'Super God' versions.
- Six fighting 'Grooves'.
- Three Battle modes: Ratio, Three-on-Three and Single.



PLEASED AS PUNCH: Notice Elena, Bob Meyer and Billy Kane in the background? That's where they stay.



MUSCLE SPROUTS: In a nice touch, individual pre-fight intros show off the character relationships.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001

After more comebacks than George Foreman, this ageing fighter staggers back for one more round.

REVIEWER: Joel Snape

If there's one thing that raises PSM2's hackles, it's the scent of a cash-in – and we all lunged at *Capcom Vs SNK 2* with our teeth bared. These days, the *Street Fighter* series plays on fond childhood memories with a cynicism that'd shock Paul Ross. As for SNK's *King of Fighters* series, the only difference we could see between the '98 and '99 editions was that you could have four team members instead of three. Grrr.

Here's a funny thing, though. Where most games that displease us end up languishing in the tat drawer forever, *Capcom Vs SNK 2* recovered from its initial mauling like a plucky hamster. A casual lunchtime challenge, several increasingly competitive games and one or two wild accusations of cheating later, the street fighting hardcore of the office were hooked again. Everyone else stood around and tutted at the Legoland graphics.

HAWK THE SLAYER: SNK's characters tend to be a bit gimmicky - witness, for instance, Nanoburu's bird attack move.

SCRAP HEAP

There's simply no middle ground with *Capcom Vs SNK 2*. Fancy 44 characters from almost every 2D fighter you've ever cherished? Brilliant. Each one imported almost directly from whatever instalment they appeared last in, leading to a maddening disparity of graphical styles? Rubbish. Long-forgotten favourites like Eagle from the original *Street Fighter* finally taking on the trendy likes of Joe Higashi? Get in. Andy Bogard, Bob Wilson and Billy Kane relegated to the background scenery? Arse. And so on. For every glaring omission, there's an attention to detail that makes you think that Capcom really *do* care – they might be milking the cash cow, but at least they're feeding it high-quality grass.

Take the Groove system – six control options offer every type of super-gauge, block and counter you could ask for. Been playing nothing but *Garou: Mark Of The Wolves* for the last three years? You'll slip into option 'K' as if the pad was welded to your hand. The absence of a tagging system's an oversight – they could've used *Marvel Vs Capcom 2*'s – but at least there's a three-on-three scrap option. The cores of at least three brilliant fighting games are evident here so the only question's whether or not you've moved on.

INSIGHT

- By our count, there've been 12 instalments of *Street Fighter* since the original world warrior – and that's not even counting the '*Capcom Vs...*' series.

FLAT PLANET

If the thought of playing a two-dimensional game on your humming new PS2 makes you retch, then you shouldn't even be reading this. Otherwise, there's a strong argument for *Capcom Vs SNK 2* being the most essential beat-em-up on PS2 – but that's a reflection on the competition rather than a stunning accolade.

The sad truth is that there's no truly indispensable scrapper yet – *Tekken Tag*'s a bit half-arsed, *DOA2*'s overly reliant on jiggling flesh, and *The Bouncer*'s a bit of a horrible travesty. Next year, fight fans'll be in a giddy wonderland, with new versions of *Tekken*, *Virtua Fighter* and *Soul Calibur* to show off their machines. Until then, there's a heavenly slice of classic gaming right here – and no Paul Ross in sight. **PSM2**

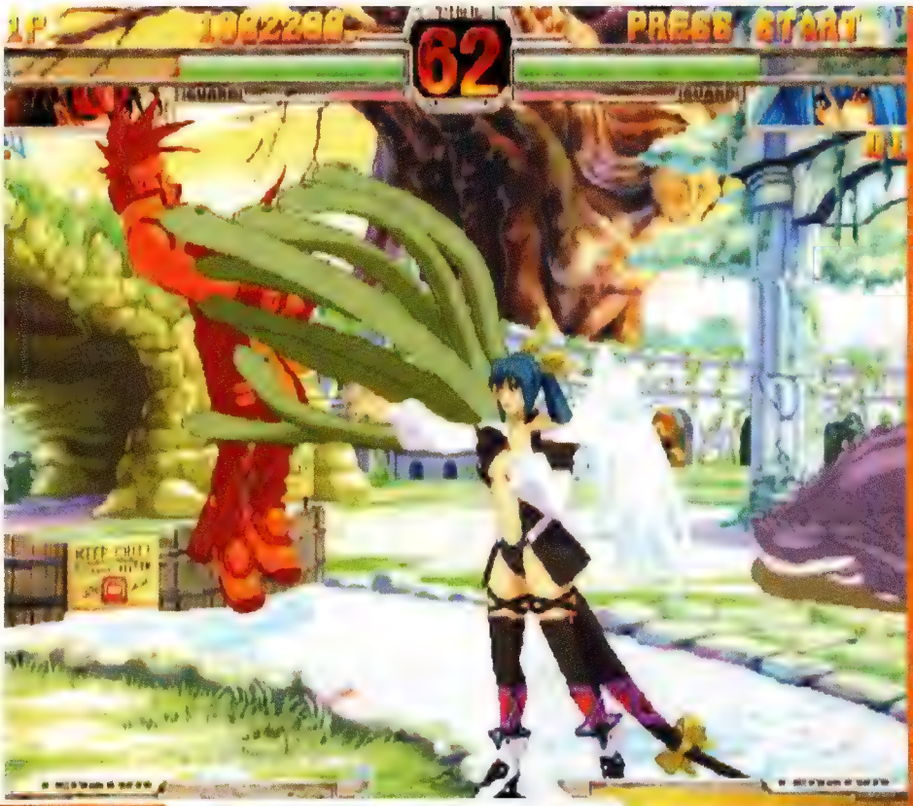
Get ready to regress into retro arcade mode with Capcom Vs SNK 2 – it's out now.

OVERALL

Don't buy it if you're going to complain about the 2D blockiness. Otherwise, Capcom's latest is easily the best flatland fighter ever.

83

PUNCHY



INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Sammy
- **PUBLISHER** Virgin Interactive
- **GAME TYPE** Beat-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2.

DETAILS

- 14 characters, plus two unlockable ones.
- Six difficulty levels.
- Overdrive, Instant Kills, Gatling Combinations, Dust Attack and Dead Angle attacks.

OUT UK FEBRUARY 2002

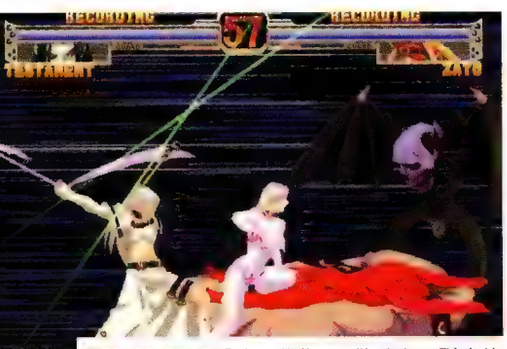
GUILTY GEAR X

"Mind that whale!" It's the cocky young contender that's less in touch with reality than a doped Mr Burns.

REVIEWER: Joel Snape

The lazy way to describe *Guilty Gear X* would be – ahem – 'Like another beat-em-up... but on drugs.' Fair enough at first glance, but it's actually much more than that. It's Jet Li's wire-assisted acrobatics to *Street Fighter*'s stoic Bruce Lee. An anime flick that reacts to your feverish button-prodding. It's a dizzying head-smash of Itchy and Scratchy, Fist Of The North Star and the gratuitously violent comic version of The Mask. On cheap cider.

The insanity all starts on the character selection screen. Ignore the two or three obvious *Samurai Showdown* rip-offs for the moment – do you pick May, who's fighting for the cash to buy her pirate benefactor a nice birthday present? Faust, the demented surgeon with a paper bag on his head? Axl, the yo-yo wielding time-traveller? Mother.



BED OR DEAD: Testament's the penultimate boss. This is his Instant Kill – frankly, your guess is as good as ours.

INSIGHT

- Getting 100 wins in Survival mode unlocks Guilty Gear mode, a speeded up version of the game with new abilities for some of the characters.

The combat system's founded on matches that end after 30 seconds of relentless pyrotechnics. This is a game that not only encourages, but *demands* aggression. The Tension Gauge only rewards offensive play, ebbing away if you dare retreat, block or stay in one place for too long. The Dust Attack's our favourite method of disposing of persistent blockers, knocking them up into the air in a fwoosh of dust as a potentially devastating aerial combo setup.

Then, of course, there's the did-you-see-that head-squelch of the Instant Kill moves. Press all four buttons together, and your character starts to glow. Two quick D-pad quarter circles and a Heavy Slash later, your opponent'll have to suffer the indignity of, say, being turned into a set of billiard balls. Unfortunately, since missing robs you of your Tension Gauge, it's more sensible to stick with the marginally less entertaining Overdrive attacks.

Although it's an excellent game, it's difficult to see who'll buy *Guilty Gear X*. As a 2D fighter, it lacks the diversity and depth of Capcom's offering, and fans of leather jacket/long-hair anime overkill have the likes of *Devil May Cry* to keep them happy. Rent it for that weekend when your mates are coming round. **PSM2**

OVERALL

If *Capcom*'s a soothing cup of tea, then *Guilty Gear*'s a can of Red Bull – initially more energising, but it'll never entirely replace the classic.

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FUZZY

FIGHT ON...

It's the battle of the decade – jaded champ against jittery, mad-eyed pretender. Youth versus years of experience. Seconds out...

ROUND 1: CHARACTERS

■ *Guilty Gear X* nearly snags an early lead thanks to Pool Cue Bloke, Anchor Girl and Bag-Head Surgeon Man, but a mere 16 of them don't stand a chance against Capcom and SNK's 44 veteran warriors. **1-0**

ROUND 2: CONTROL

■ *Capcom*'s initially confusing Groove options offer a system to cater for everyone's taste – *Guilty Gear*'s four-button system and carbon-copy move sets don't stand a chance. **2-0**

ROUND 3: GRAPHICS

■ Only Capcom's 3D backgrounds save it from a TKO here. *Guilty Gear X* is smoother, beautifully animated and full of inventive detail. You'll play as Faust just to revel in his comedy attacks. **2-1**

ROUND 4: SOUND

■ Since tradition dictates all 2D fighters should feature laughable perm-rock guitar, this one falls to the sound effects. Voice-wise, it's a tie, but *Guilty Gear*'s pitch-perfect sword-slash edges it. *Shupeeen!* **2-2**

ROUND 5: COMBOS

■ *Capcom Vs SNK*'s come in Aerial, Super and Custom flavours, but the real beauty's in the uppercut-fireball two-in-ones. *Guilty Gear*'s mostly involve keeping an opponent aloft with repetitive flame-fists. **3-2**

ROUND 6: SPECIAL MOVES

■ At first glance, an easy victory for *Guilty Gear X*'s mix of Manga slapstick and screen-engulfing overdrive. Tellingly, all the best characters still have moves exactly like Ryu and Ken's. Advantage: Capcom. **4-2**

ROUND 7: SUPER MOVES

■ No contest here. Capcom can fling all the shinkuu-hadokens they like, but if we can't crush our opponents under a pink whale or have them trampled by coquettish pirates, we're not interested. **4-3**

ROUND 8: MULTI-PLAYER

■ The heated competition between two veteran players in *Capcom Vs SNK*? The utter bewilderment and Overdrive lunacy of a Tizer-drenched slapabout on *Guilty Gear X*? Too close to call, guv'nor. **5-4**

ROUND 9: ORIGINALITY

■ Warm nostalgia, or uncomfortable deja-vu? At times, *Capcom Vs SNK* feels a bit, well, familiar. Not a complaint you can level at *Guilty Gear*'s sharp anime styling and outlandish attacks. Let's just see that slam-door-in-face attack once more... **5-5**

ROUND 10: LIFESPAN

■ The '44 characters to master' tag's a bit of a put-on, because realistically you're never going to bother with, say, Chang and Choi – but Capcom's learning curve still stretches heavenwards. **6-5**

THE WINNER

■ The judges' decision... *Capcom Vs SNK* – but not by a moon mile. Inventiveness and style go a long way, even if they can't match the stamina of an all-time classic.

FORGET THE TURKEY GET SOME GAME THIS CHRISTMAS

THE MUMMY RETURNS

AIRBLADE

TIME CRISIS II

SPLASHDOWN

TOP GUN: COMBAT ZONES

LOTUS CHALLENGE

HALF-LIFE

SOUL REAVER 2

WHATEVER TURNS YOU ON

Virgin megastores

OUT UK NOW

THE MUMMY RETURNS

As a blockbuster, it's starting to decay – time for a PS2 resurrection, perhaps...

REVIEWER: Joel Snape

Pity the blokes at Blitz Games. They had to produce a game that combines action, archaeology and shooting things. They had to stop critics calling it a *Tomb Raider* clone and giving it a kicking. And they had to do it before the popcorn-smeared memories of Rachel Weisz in a gold lamé bikini vanished.

So, they've included the convention-bending option to play as either hero Rick O'Connell or evil Imhotep, encountering similar locations but in a different order, with different objectives and powers. They've also included AI-controlled backup characters like Evie, Ardeth Bay and a smattering of zombies. Nice ideas, but you'd have to implement them well to stave off that kicking.

Obviously, Imhotep's the most interesting prospect to play. At the start of the game, he needs to drain his enemies constantly to keep his powers topped up, while later he can resurrect the pharaoh's guard to fight on his behalf. The thing is, though, to make him an omnipotent sorcerer would ruin the difficulty level and tax the programmers' pixel-manipulating abilities. So they haven't. Movie Imhotep flings about tidal waves and turns into sand – videogame Imhotep punches people. Movie Anack-Su Namun's a sai-twirling acrobat – the polygon version scurries about like a woman with scarab beetles down her trousers.

Rick's a more traditional hero, but still lacks the precision movement needed for what should be an action-packed title. The context-sensitive control system sees Block, Climb and Jump commands all assigned to the ○ button – nice idea, but it completely disrupts the flow of the game. Rick hops between small gaps automatically – but if they're a millimetre too large, he'll prance off the edge into oblivion. The only way to tell which is which – tiptoe up to them and see if the on-screen D-Pad flashes 'Jump'. Maddening. In combat, there's a vague attempt to make attacks home in, but it's still a clunky, two-button mess.

Other problems reek of deadline sweat, with a multitude of minor niggles constantly ruining the atmosphere. Lacklustre voice-acting robs lines lifted from the film of any comedic value they had – and the characters *never once* open their mouths. Confronted by scimitar-wielding corpses, unarmed museum guards opt for fisticuffs rather than panicked sprinting. The occasionally clever puzzles don't make up for the tedium of scouring for amulets to slot into holes.

There's nothing *truly* appalling about *The Mummy Returns* – it's just stupefyingly average in every way. Whoever thought of combining a $200 million box-office hit with an updated PSone game needs to check their maths. **PSM2**

The Mummy Returns is stinking up the shelves right now.

EMBALMY ARMY: Sever zombie limbs and pick them up to use as improvised clubs. Good for five seconds of novelty.

INFO

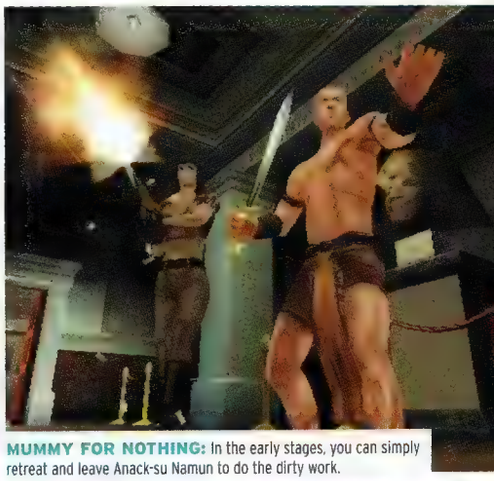
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Blitz Games
- **PUBLISHER** Vivendi Interactive
- **GAME TYPE** Action adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card.

DETAILS

- Twelve levels.
- Two characters with different aims, enemies and weapons.
- Magical abilities for Imhotep.
- 'Intelligent' NPC backup characters.

INSIGHT

- In The Mummy movie, listen out for when the cultists start chanting – the extras abandoned the proper Egyptian phrase for the more memorable "Ohwhatanarseyouare".



MUMMY FOR NOTHING: In the early stages, you can simply retreat and leave Anack-su Namun to do the dirty work.

I'M WITH THE BANDAGE: Hacking at people's all very well, but to drain their souls you have to leave them alive – see that 'kick' button?

TUTANKHAMUN'S CHOICE

1. **DEVIL MAY CRY** Hacking, shooting and supernatural spell-casting – but very good.
2. **X-SQUAD** Puzzling, crate-clambering and NPC team-mates – but not complete trash.
3. **THE MUMMY RETURNS** All of the above – but somehow, worse than either of them. It makes the film look like an all-time classic.

PSM2 VERDICT

GAMEPLAY
+ Nice to have legions of the undead at your command...
- Slightly less pleasant to stop for a soul-snack every 20 seconds

GRAPHICS
+ Tidy background detail. Erm...
- Wonky cameras and ropey animation. It's all a bit disconnected.

SOUND
+ The music's almost directly lifted from the film
- But the voices sound like Alastair McGowan 'doing' the cast.

LIFESPAN
+ It's like two games in one...
- And they're both equally tedious.

OVERALL
Flawed controls and stilted gameplay make this feel more like the Neverending Story than the ripping yarn it's supposed to be.

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ROTTEN

A TOUCH OF FROST
Foes turn up in all shapes and sizes. From Frost Giants to Displacer Beasts.

OUT UK JANUARY 2002

BALDUR'S GATE: DARK ALLIANCE

Death to the bearded stat worrier. All hail the sleeker, faster and decidedly more racey face of fantasy adventure. Time for a slash, we think...

REVIEWER: Jonathan Bryant

Like some bulky parcel sent by a well intentioned, but senile, aunt, it's hard to pigeonhole this one. The RPG fan in us says it should sit alongside *Dark Cloud* and *Ephemeral Fantasia* in our top ten menu twiddlers, but the gameplay's more similar to an arcade slasher like *Gauntlet*. Then, just when you think you've got it pinned down it breaks with another RPG convention and includes a healthy two-player co-op option...

OK, so it's an arcade/RPG. Nope, it's a third-person action adventure... Arses, whatever it is, as far as our genre definitions are concerned, it's handsome, it's well put together and, most of all, it's a laugh to play.

Visually, anyone who's seen our previous DVD footage will already know that this is a beauty – despite the obvious limitation in colour. Yes, it may well be dwelling at the brown end of the spectrum, but character animations, although small, are perfectly formed. Take the crypt level as a perfect example of what they're capable of. Lop off an arm, leg or both from a zombie and the miniature freak will continue to flop after you regardless of its recent weight loss. In fact they're so well realised that you'll inevitably drop into spectator mode at crucial points and end up the wrong end of a spear. There're benefits to being an onlooker, though, as you get to play with the fully rotatable camera that's only a nudge of the right Analogue stick away.

"VISUALLY, THIS IS A BEAUTY – DESPITE THE OBVIOUS LIMITATIONS IN COLOUR"

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Snowblind Studios
- **PUBLISHER**
  Virgin/Interplay
- **GAME TYPE**
  Action Adventure
- **PRICE**
  £39.99
- **ESSENTIALS**
  Essentials: 1-2 Player, DualShock 2, Memory Card

DETAILS

- 30 levels split across three acts.
- A huge array of enemies, including Kobolds, Bugbears, Ogres and Hill Giants.
- Three playable characters: human ranger, elven sorceress and dwarven fighter.
- 15 types of magical attack, including: burning hands, fire balls, shock arrows and meteor swarms.
- The ability to upgrade your character's weapons and armour, and the chance to target skill points to improve abilities.
- Three levels of difficulty to choose between.

IMPACT POINT

Just like Cindy, you can strip Adrianna the Elf down to her bare essentials and then kit her our for the adventure ahead – as long as you've got the cash. Some studded armour here, a magic spear there and – hey pesto – the lady's a one-woman killing machine. Nice.

DEAD CENTRAL: Kobolds. Yappy and dangerous, like Chihuahuas chewing on dynamite. Sod Trude Mostue, kill 'em all.

So, good character animations – check. Tidy camera – uhuh. But it's the spell and water effects that really steal the show. From burning hands to acid arrows, the incantations light up even the blandest level, turning it instantly into a firework display of reds, yellows and greens. And then, when you shove your chosen character into a pool, the water folds around their form as if they were made of flesh and bone. Unfortunately, the only place that cracks do start to appear is with the gameplay itself.

Other than some rudimentary puzzle solving and the odd moment of platforming it's pretty much hack, zap and hack again. You do get to match the currently selected weapon to the creature – blunt tools for skeletons, sharp stuff for everything else – but there's no real scope to mix up the moves. A tap of R1 does bring up your shield in defence, while hitting R2 means that you can heal while on the run, but fancy pulling off a blinding combo of kicks and slashes like *Devil May Cry* and you'll be sorely disappointed. That is, until you fire up the co-op mode, then such niggling flaws are quickly forgotten.

PUB LAUNCH: Bartley's the man to visit in the local inn for all your equipment needs at the start of the game.

BRACE YOURSELVES

Like *Project Eden* before it, there's something pleasantly refreshing about standing shoulder to shoulder with someone rather than trying to smear them across the nearest vertical surface. As such, you get to double-team Frost Giants, with one of you drawing the big geeks' fire while the other nips in from behind for some wince-inducing ankle mashing. It may not have the interactive complexity of Core's team of specialists title, but it's a vast improvement on the badly constructed, shoddy swordplay of *Gauntlet*.

Good looks, decent – if a little simplistic – gameplay, reasonably cool two-player co-op mode... there's a lot here to like. It's just a shame *Baldur's Gate: Dark Alliance* has turned up this near Christmas when there's a tidal wave of must-have, quality games wrestling for your festive cash. Six months ago it might have been a contender for the lead review, but here it boils down to being a tidy game that's destined to appeal to both RPG and hack 'n' slash fans alike. Otherwise, if you're ambivalent towards swords and sorcery, you might well be already allocating your hard-earned elsewhere. **PSM2**

Like your swordplay heavy and your adventuring light? Then see if you can find a deal on this in the January sales.

YOU MAP IT: The levels aren't that linear and you'll soon be relying on the map to get to your destination.

ADVENTURE UNLIMITED

There's more to life in *Baldur's Gate: Dark Alliance* than hacking the opposition into a bloody pulp – but not much more. The odd bit of platforming, a touch of lever pulling to open the next section of dungeon and the occasional combination of items to get a chunk of the environment up and running. There's also times when you have to navigate a series of traps but, ultimately, you'll find nothing to match old skool adventures like *Dungeon Master*. Still, it adds some depth to what would otherwise be little more than a standard slash-em-up.

FIRE DARTER: In the lair of the Thieves Guild there're plenty of elaborate security measures to dodge if you want to stay alive

INSIGHT

Snowblind, although sticking rigidly to the rules of Dungeons and Dragons, have had a bit of fun by naming a spell after themselves. Employ it and you can freeze an opponent then watch them shatter with one blow of your sword.

HAWK'S CHOICE

1 **DARK CLOUD**
Still the best combination of arcade hacking with D&D-style character development.

2 **BALDUR'S GATE: DARK ALLIANCE**
Sword-slapping fun but with enough thoughtful gameplay to save it from being repetitive.

3 **GAUNTLET**
The last resort if you don't want to get bogged down in RPG menus.

PSM2 VERDICT

GAMEPLAY
+ Highly accessible without being dumb. Great co-op mode.
- No great variance in your approach to a level.

GRAPHICS
+ Spell and water effects don't get much prettier than this.
- It's blind to the more vibrant colours of the spectrum.

SOUND
+ Atmospheric score adds tension even to the quiet moments.
- Crass outbursts of dialogue that jar combat sequences.

LIFESPAN
+ 50 levels and plenty of cut-scenes make this into 25 hours plus.
- You might tire of the constant hacking before you complete it.

OVERALL
Everything *Gauntlet* isn't. Fast, good looking and addictively fun to play. It's just a shame it doesn't have more adventuring.

70

SLASHTASTIC

OUT UK NOW

SMUGGLER'S RUN 2: HOSTILE TERRITORY

"Nothing to declare? My arse." The finest illegal freight racer attempts to consolidate its nasty reputation.

REVIEWER: Joel Snape

Here's an experiment to try: video a couple of episodes of Police! Stop, or World's Scariest Police chases, or something – Sky One shows them all the time. Watch them back to back, and hit fast-forward whenever John Suchet pops up to say something stern about the perils of driving fast. Somehow, it just doesn't work – even though the collisions are individually entertaining, non-stop car-smash porn's just a bit too much to take. And that's the problem with *Smuggler's Run 2*.

As with the first game, the 'smuggling' is fairly straightforward. Drive over a bit of contraband, race it to a pick-up point, then repeat. There's the occasional variation from this theme – certain levels ask you to smash pylons, tail another driver or lead cops into a trap – but even then there's always a plume of pink checkpoint smoke on the horizon. In your way are the cops, who make the prospect of a latex-gloved probing by a ham-handed customs officer almost appealing; they know where you are and they drive at you. That's it.

There's no messing around with roadblocks, no attempting to sideswipe you – they'd rather collide head-on and slap the cuffs on your charred carcass. Given that they *always* know your position and they'll follow you off cliffs with the giddy abandon of an LSD-soaked lemming, they're tough to shake.

I FOUGHT THE YAW: Holding ◎ lets you control the pitch and yaw of your vehicle in the air for a gentler landing.

BOOTLEG IT!

Since the pick-ups and drop-offs never require you to stop, every mission's an unrelenting sprint. This is where your Police! Stop tape comes in – without any need for stealth, there's never a change of pace. Forget the emotional highs and lows of *Driver*, *Smuggler's Run*'s all about non-stop adrenaline overload. When it works, it's amazing – ploughing through dense jungle foliage just one careless turn from capture's an intense rush.

The enormous levels of the original remain, but now they're outright war zones, scattered with mines and avalanches to avoid. Each vehicle's now equipped with a 'counter-measure', making picking the right one for a certain mission crucial. Do you pick the manoeuvrable ATV and its turbo-boost for a cheeky dash through the peasant village, or rely on the tank's cliff-climbing durability and bombs? In other missions – lifted directly from the two-player Loot Grab mode that was the best bit of the original – you pick a squad of cars, so a good mix of heavy trucks and nippy buggies is essential.

STUCK IN HELL

The trouble is, the learning curve's more of a spike, so with no real variation in the gameplay, and an extremely rigid mission-structure, every few missions you'll get hopelessly, tooth-gnashingly stuck. Thanks to the bouncy physics, every rock's a potential disaster. Some missions rely heavily on the skill of your infuriatingly stupid team-mates, and one in particular sees you careering through rain so torrential that it's impossible to see at times.

If you're the kind of person who can put up with the sound of grinding metal for hours, you're going to love *Smuggler's Run 2* – file it next to your Best Quad Bike Crashes In The World... Ever! video. Otherwise, it's fun in short bursts, but you'll eventually long for a soothing lecture from a dour-faced policeman. PSM2

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Angel Studios
- **PUBLISHER** Take 2
- **GAME TYPE** Driving
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card.

DETAILS

- Eight vehicles.
- Turf War, Checkpoint Race, Joyride and Story modes.
- FMV cut-scenes packed with D-list actors.
- Two-player Loot Grab and Turf War modes.
- Extras including Theatre mode and concept art.

SLICK AS A PARROT: The oil counter measure's actually more useful than the bomb - at least you can't blow yourself up.

RIVER T'ING: The water's not as deep as in the original, so you can sensibly drive through without fear of drowning.

INSIGHT

Last year, seven people were charged with smuggling human sperm. The charges concerned imprisoned members of the Mafia who allegedly smuggled their semen out of jail so their wives could become pregnant.

DAISY DUKE'S CHOICE

1 **GRAND THEFT AUTO 3** Gleefully free-roaming lawbreaking fun in a city full of criminal opportunity. Brilliant.

2 **BURNOUT** Pedal-to-the-metal thrills and heart-clutching crashes. Nothing makes us sway our heads more.

3 **SMUGGLER'S RUN 2** Exciting, but limited. More of a joyrider than a career criminal.

PSM2 VERDICT

GAMEPLAY
+ Smash-bash fun with the speedo constantly set at 'breakneck'...
- Which makes for frustratingly one-note gaming

GRAPHICS
+ Phenomenal draw-in range, grittily attractive scenery.
- The rain effect's a bit *too* effective

SOUND
+ Distant explosions and sirens complement the visible carnage.
- Music more repetitive than Radio One's playlist.

LIFESPAN
+ Plenty of vehicles – handy in the two-player.
- Too much play'll drive you insane.

OVERALL
Proof that putting a brick on the accelerator isn't all it takes to make a brilliant driving game. Enjoyable, but too intense to deal with for long.

77

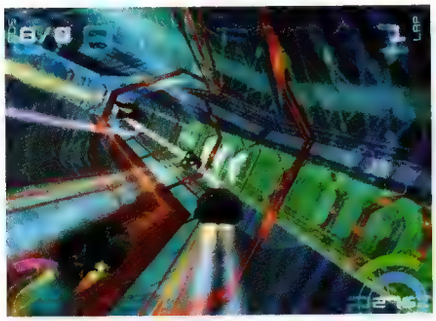
WICKED

OUT UK NOW

NY RACE

Have *you* ever dreamt of finding yourself in Korben Dallas' shoes? No, neither have we...

Sometimes, it's as if the software industry's run along similar lines to Brewster's Millions – someone gets a staggering amount of cash flung at them, and they have to waste it without coming up with anything productive. So, you've got a driving game based on the never-a-hit-but-still-expensive Fifth Element, stuffed with cars and characters straight from the film. Twelve sprawling levels created by the film's designers, from Chinatown to the 'seedy district'. Pleasant French house music based on Eric Serra's original score. And seemingly not a playtester in sight.



TUNNEL OF FLUFF: It's almost impossible to avoid ricocheting off the walls in the tunnel sections – even with airbrakes.

INFO
- **DEVELOPER** Kalisto
- **PUBLISHER** Wanadoo
- **GAME TYPE** Racing
- **PRICE** £39.99

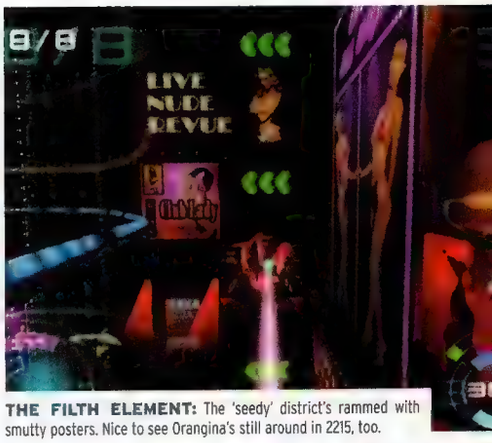
DETAILS
- 12 circuits.
- 30 vehicles.
- 5 power-ups.

The planning meeting must've been an event – enthusiastic designers flinging shitty ideas at a promising concept ('free-roaming 3D races around futuristic skyscrapers? Brilliant!') and watching them all stick, no doubt? The five 'elements' are represented by loosely-themed power-ups, which all appear as big shimmery blocks. There's an intriguing power-dive-to-boost system, but it just means that instead of weaving perilously through obstacles at knuckle-whitening speed, you spend most of the time swooping and climbing.

Even *then*, it wasn't doomed. All it needed was *one person* to say things like "Hmm, it's a bit slow" or "Gyaaah! *Another* race lost because I've collided with a wall that lurched out of nowhere and stopped me dead." But they didn't bother hiring him. What a waste. **PSM2**

OVERALL
Not so much heart-stopping as tooth-grinding, *NY Race* manages to enrage and bore at the same time. Hang on for *WipEout*.

40
ELEMENTARY



THE FILTH ELEMENT: The 'seedy' district's rammed with smutty posters. Nice to see Orangina's still around in 2215, too.

SIX APPEAL: It's rare that you'll see this many racers on-screen at the same time – the pack splits up quickly. Nice light trails, mind.

OUT UK NOW

NBA LIVE 2002

EA return with more shine, sneaker squeaks and very tall athletes. Any change? Well, you can but hoop and pray...

Chances are, you're reading this for one of two reasons. Maybe you're a basketball devotee who desperately needs to know how 'new post-dunk celebrations' enhance the thrill of *NBA 2001*. Or – more likely – you're on a train, you've finished the rest of the mag and you're trying to avoid making eye contact with the parka-clad freak opposite you. If it's the latter, *don't look up* – he's just started smiling. If it's the former – get ready to be mildly agitated.

ILL CAM: Wide Angle's still the best view – in down-the-court, the camera swings around whenever the ball changes hands.

INFO
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Basketball
- **PRICE** £39.99

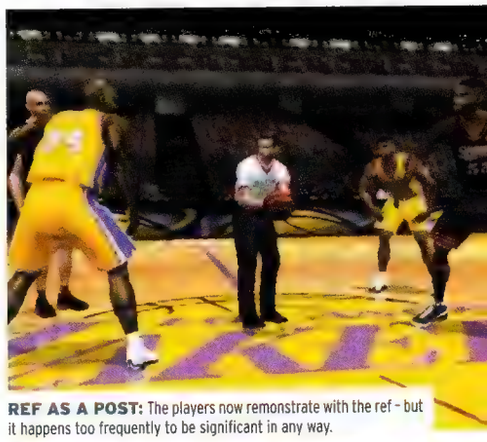
DETAILS
- New Franchise Manager mode.
- Officially licensed. er... shoes.
- 50 new dunks.

Yes, *NBA Live*'s the most realistic version of basketball currently available, in that play's constantly disrupted by calls of goaltending and travelling. Yes, it's also much more intuitive than *ESPN NBA 2Night*, even if it can't match the arcade playability of *Hoopz* or *Street*. But no – buffing up the floors does not make a value-packed update. And instead of focusing on the minor niggles that plagued last year's version, EA've concentrated on preening the players' afros.

The annoyingly arbitrary 'steal' mechanics? They're still there – but there's a new motion-blur effect on the Jam Cam. That *stupid* 'watch the sliding blob' penalty shot system? Yes, that's still there – but now there's a cut-scene showing the players arguing with the ref. The tedious One-on-One mode? Well, at least now you can play as Steve 'Who he?' Francis. If you bought the original, don't encourage EA to fleece the desperate by spending money on this. **PSM2**

OVERALL
Squeakier plimsolls and legible tattoos don't enhance a roster update. A shameless reflection of big money crippling sport.

70
CYNICAL



REF AS A POST: The players now remonstrate with the ref – but it happens too frequently to be significant in any way.

SLAM SANDWICH: One dunk looks much the same as the next to us – although the basket vibrates pleasingly afterwards.

OUT UK DECEMBER 07

GIANTS: CITIZEN KABUTO

Should you be playing this game? Only Smarties have the answer...

REVIEWER: Duncan Baizley

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Digital Mayhem
- **PUBLISHER** Interplay
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- 45 missions and 25 hours of action.
- Play as three distinct races during the game: the techno-geezer Meccs, the spiritual-sister Reapers and the ruddy great giant, Kabuto.
- Listening to gamers' complaints, the developers have given the PS2 version of *Giants* more save points than its PC predecessor.

Here's a treat for you. You'll be aware that certain high-flying PC games have made the stylistically wise leap from the desktop to PS2 – *Quake 3*, *Half-Life* and *Max Payne*, to name just a few. And not wishing to scare the comfortable majority of couch-bound gamers, these ports have been successfully re-engineered by developers to feel like natural born console titles.

But boot up *Giants: Citizen Kabuto* and from the moment the title screen kicks in you'll swear someone has gutted your PS2 and jammed a Pentium 4 in the hole left behind. The look, the gameplay, the humour. They're all so PC.

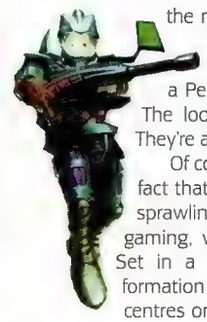
Of course, none of this is hurt by the fact that *Giants* has a novel hook at its sprawling – and with a good 25 hours of gaming, we do mean *sprawling* – core. Set in a largely waterlogged planetary formation called 'The Island', the action centres on three distinct races, all of who want supremacy. The Meccaryns are a bunch of technologically-advanced Del Boys. The Sea Reapers are a sisterhood of pasty-skinned naturists (modesty protected on PS2) with magic on their side. And Kabuto? Well, there's just one of him, but since he's the titular big guy you can be sure he'll hold his own. And in between the lot, providing much of the humour and nearly all of the plot development, are a bunch of swollen-headed meddlers with dodgy regional accents called the Smarties.

The genius of *Giants* is that, as the game progresses, you'll get to play as all three of the warring factions. The Meccs have their island-hopping jetpacks and techno arsenal, the Sea Reaper, Delphi, has her spells, bows and speedy Reaperski, and Kabuto's got the ability to grab, eat and stomp on things. Bookended as they are by hilariously scripted cut-scenes, the missions largely involve traversing the perilous archipelagos, with either infiltration, invasion, rescue or merely nobbling bad guys on your 'to do' list. That said, the gorgeously lit, breathtakingly scaled island levels, wedded to some particularly exacting enemy AI, ensure that you're unlikely to find you've got the time, let alone the inclination to feel bored.

Control-wise as well, developers Digital Mayhem should be congratulated on turning the usual hand-cramping PC keyboard controls into an intuitive DualShock 2 facsimile. And though the original version's multi-player levels haven't made it to PS2, this single-player game manages to triumph with a mile-wide grin. **PSM2**

Early December's an ace time to go gigantic

"YOU'LL SWEAR SOMEONE HAS GUTTED YOUR PS2 AND JAMMED A PENTIUM 4 IN THE HOLE"



TECHING THE MICKEY: In third-person mode you're armed and kitted up with a jetpack that gives you limited boost.

MONSTER TREKS: Missions usually involve getting from A to B, picking something, or someone, up while avoiding getting eaten.

MECCING A BIG MISTAKE: Meccs, Baz and Reg, suffer a communication breakdown that results in a rough landing.

INSIGHT

The Jolly Green Giant statue at Blue Earth, Minnesota, dwarfs all other North Dakota/Minnesota highway leviathans. At 55-feet tall, he stands head-and-husk above a rival 2D Giant in nearby Le Sueur.

BORJOYZEE'S CHOICE

1. **GIANTS: CITIZEN KABUTO** Variety, power and sheer scale make this commendable PC port unbeatable.
2. **MDK2: ARMAGEDDON** Humour, immersive world design and a blend of exploration and full-on action
3. **ONI** Stylish design and a gripping plot are dashed against a monotonous, grey backdrop.

PSM2 VERDICT

GAMEPLAY
+ Multi-faceted missions, a trio of playable characters.
- Based as it is on conquering enemies, there's some repetition.

GRAPHICS
+ Huge levels with wonderful sense of scale and lighting.
- Can be a little sparse, glitchy and very *MDK2* on occasion.

SOUND
+ Serious score meets finely acted script .
- Some of the effects are a bit BBC Radiophonics Workshop

LIFESPAN
+ Positively huge.
- Lack of multi-player levels is a small fly in the ointment.

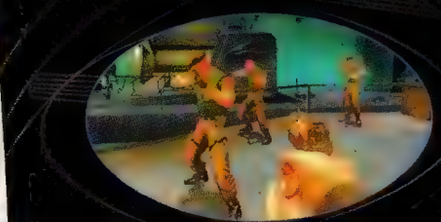
OVERALL
Big, breezy and largely original. *Giants* wins you over with humour, good level design and the novelty of playing as three different sides.

80

COLOSSUS

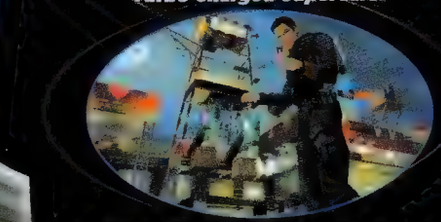
THE WORLD NEEDS A HERO AND THERE IS ONLY ONE MAN FOR THE JOB.

007 Agent Under Fire



An original, suspense-filled storyline.

Turbo-charged supercars.



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PlayStation.2

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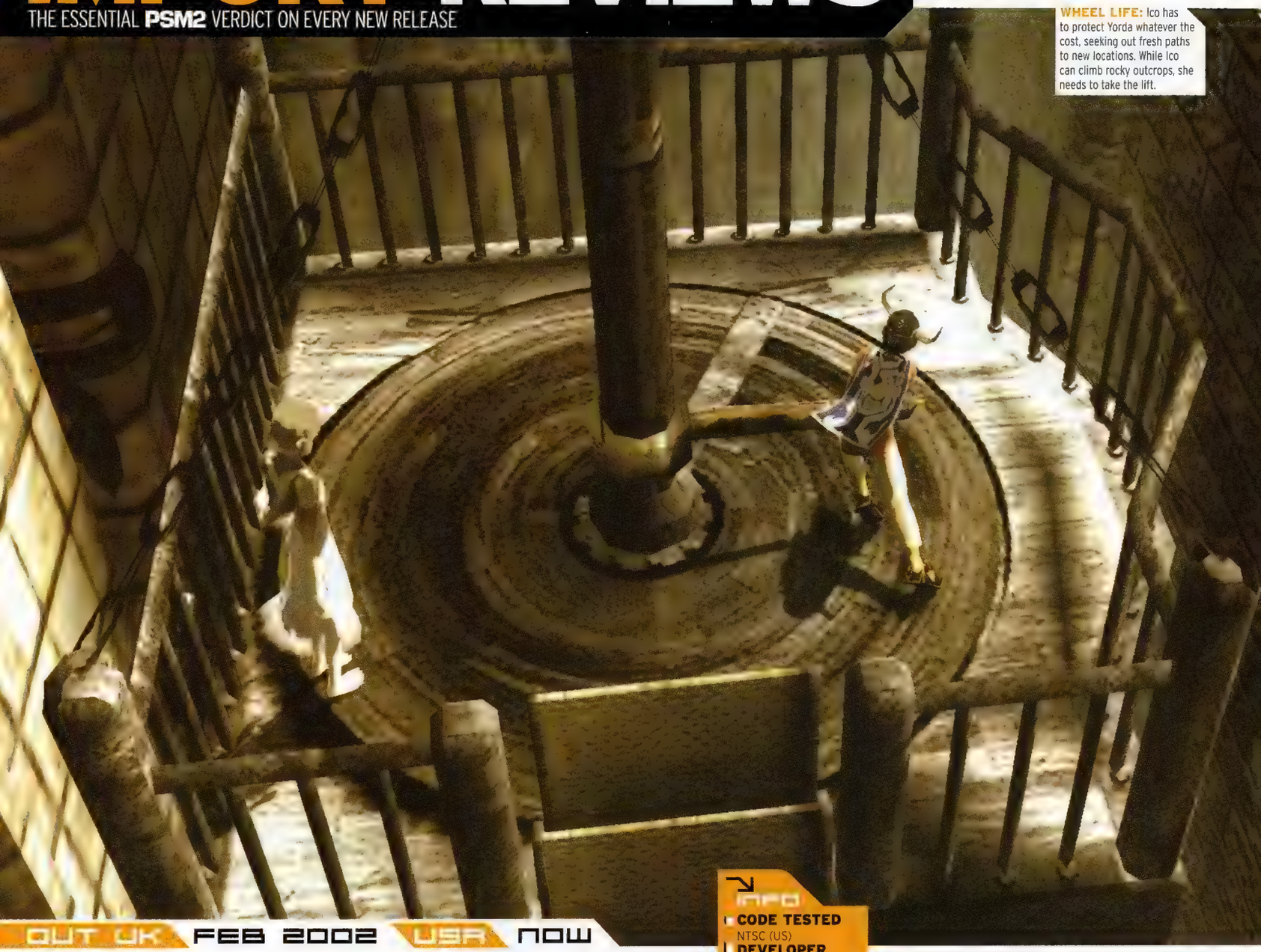


WHEEL LIFE: Ico has to protect Yorda whatever the cost, seeking out fresh paths to new locations. While Ico can climb rocky outcrops, she needs to take the lift.

OUT UK FEB 2002 USA NOW

ICO

Take a long, deep breath, close your eyes, and let Sony's precious adventure spirit you away to the *real* third place.

REVIEWER: Daniel Dawkins

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** SCEA
- **PUBLISHER** SCEA
- **GAME TYPE** Adventure
- **PRICE** $49.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card.

DETAILS

- One difficulty level and seamlessly unfolding gameworld.
- Minimal soundtrack – emphasis is on ambient noise.
- Analogue 3D camera control.

What makes a great game? Guns? Explosions? *Fighting*? Don't be too sure. While many of PSM2's highest scoring titles – *GTA3*, *Half-Life* and *Devil May Cry* included – deliver macho, white-hot thrills, violence is only part of the story. The crucial factor in any great game is immersion – the perfect synergy of visuals, control and consistency that makes us forget, albeit for the time we're holding the pad, that this is just a game. And in that respect, the exquisite, enchanting world of *ICO* sets new standards for PS2 – and the future of videogame atmospherics.

IMMERSION EATER

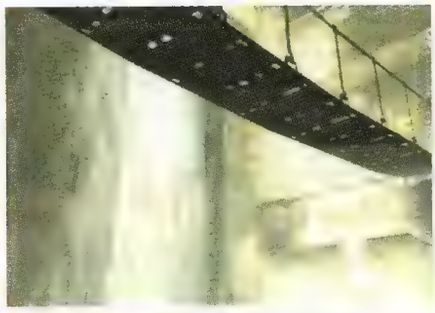
It's a breath of fresh air, a cup o' soup on a winter's day. Where other games strive for gimmickry, violence and licensing, *ICO* settles for understatement, puzzles and surreality. It's brave – and almost incredulous – that Sony released such a subtle game in America first – the country responsible for monster trucks and Adam Sandler. The lead character's a nerdy 12-year-old boy with horns – hardly a match for *Devil May Cry*'s super cool, blade-wielding Dante. There's virtually no

SLASH AND LEARN: Leave Yorda alone too long and the shadows try to abduct her - don't forget where you parted company.

LEAF STRICKEN: Each and every branch is individually lit - use R2 to zoom in and admire the detail, or inspect a puzzle closer.

IMPACT POINT

You've barely adjusted to the staggering animation, when Ico dashes past a window and sunlight floods the screen like an exploding fruit basket. It's so arrestingly beautiful, you'll drop the pad and instinctively reach for the sun block.



WATER WE DOING? It's not always clear where to go - progress relies on trial-and-error, occasionally pausing to marvel at the scenery.

THE BEAUTIFUL FLAME: Not only can the torches be lit as weapons, but they're invaluable to unlock doors, like this huge window.

SCENE, NOT HEARD: The panoramas are breathtaking, and the camera never disappoints. Listen out for the swirling breeze...

INSIGHT

Lorne Lanning – infamous PS2 defector and inventor of *Abe's Odyssey* – described *ICO* as "videogaming's first masterpiece". Praise indeed.

soundtrack, a weak plot, limited violence and an anaemic girl who keeps falling over – but it's still one of the most compelling games... no, *experiences* on PS2.

Why? It's like living a fairytale. At times, *ICO* looks so good, you want to hug the screen. Light dances though cracked windows, curtains billow in the breeze and water sploshes with eye-rubbing accuracy. The game's central location – a castle – is just enormous. Stood on the tallest spire, you can rotate the camera to see for virtual miles – one minute you're gazing at a graveyard on the distant horizon, the next you're tip-toeing through its eerie turf.

"IT'S LIKE A LIVING A FAIRYTALE. AT TIMES, ICO LOOKS SO GOOD, YOU WANT TO HUG THE SCREEN"

The graphics never break up and shatter the choking duvet of immersion – you really *are* a little boy lost in a vast, alien and daunting world. Edging along a cracked precipice at 500ft, the vertigo's almost tangible. When you eventually tear yourself away from the screen, the feeling's akin to stumbling out of a cinema in broad daylight – brutal and disorientating.

FABLE-MINDED

The plot's paper thin. A young boy with horns – Ico – gets banished to a distant castle, meets a mysterious princess, Yorda, and spends the rest of the game running away from the Queen and her shadow army. That's it. You're just stumbling about helplessly lost, bumbling through puzzles and trying to escape – in other words, acting *exactly* like a 12-year-old kid in the same situation. Ico swims like he's lost his armbands and defends Princess Yorda with embarrassingly boyish gusto. The animation's perfect – like a living cartoon.

Essentially, there's only one route through the game. Puzzles consist of sliding blocks into key positions, making difficult leaps and opening doors for the acrobatically-challenged princess – but it never *feels* linear. Since there're no glowing switches or obvious solutions, you'll waste hours barking up blind alleys – and miraculously, won't resent a second. Exploration is a reward in itself. The puzzles are perfectly-balanced, with delightful interplay between Ico and the princess. Horned boy might be able to see, even touch the next location, but without the princess, he's powerless. Only she can open the 'spirit' doors between key rooms. If you leave Yorda alone for too long, the shadow guards'll drag her away – adding a frantic time-element to the most menial puzzle. When you're not dragging her about, you're whacking baddies trying to save her.

Sadly, since Ico's attacks are weedy and limited, battles take a tiresome eternity. Worse, you'll fail certain sections repeatedly, because you left Yorda in the wrong place and couldn't protect her in time. For such a tranquil game, it can be stupidly infuriating. Most unforgivably, there're no tangible rewards for re-visiting the game. No bonus characters or locations. When you know the puzzles, the game can be nailed in under five hours – compared to, say, 15 the first time out.

If you're the sort of gamer who *has* to shoot things, who demands constant entertainment and resents exploration, then *ICO* has little to offer. But if you want a tantalising glimpse of digital reality and – dammit – a soulful adventure that re-defines the boundaries of PS2, *ICO* has a short-lived fantasy tale to warm your heart. And not a raging explosion in sight. **PSM2**

OBBLER'S CHOICE

1 **SILENT HILL 2**
A bleak adventure, blurring the fringe between videogame and film.

2 **ICO**
Sony's brief, but enchanting, story weaves the most atmospheric world on PlayStation 2 to date.

3 **ESCAPE FROM MONKEY ISLAND**
Tired graphics, vibrant humour. LucasArts' traditional adventure reminds us gaming can be fun.

PSM2 VERDICT

GAMEPLAY
+ Ingenious – if linear – puzzles with intelligent controls.
- Combat is repetitive and frustrating

GRAPHICS
+ Divine spot effects, awesome scenery and great animation.
- Slightly fuzzy, washed-out look.

SOUND
+ Gorgeous trills, rustles and sweeping breezes
- You might demand a pumping soundtrack.

LIFESPAN
+ Exploration is never a chore. Puzzles are suitably tough.
- No tangible reward for repeat play.

OVERALL
Sony's adventure abandons mindless violence and strikes new ground for creative gaming. Less, literally, is more.

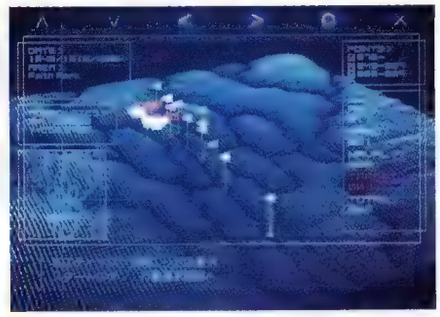
85

DREAMY

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

DIE ON A RIG: The varied missions mean that you'll be called upon to evaporate targets in some unlikely places.



BRIEF ENCOUNTERS: At the start of each of the missions you'll have your objectives simply laid out for you.

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Namco
- **PUBLISHER** Namco
- **GAME TYPE** Flight Sim
- **PRICE** ¥6,800
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card

DETAILS

- 18 varied missions.
- Upgradable aircraft and weapon systems.
- 21 real-world aircraft.
- Two-player Dogfight and Co-op Training modes.

Japanese text is very light in *AC4*. Fortunately, the cut-scenes are brilliantly voiced in full-on English.

OUT UK FEB 2002 OUT JAPAN NOW

ACE COMBAT 4: SHATTERED SKIES

Namco's *Ace Combat* series is usually associated with shallow, routine, repeat-to-fade conflict. But finally, part four redeems everything...

REVIEWER: Mark Walbank

There aren't many games which give you the opportunity to race Victorian bicycles. With good reason: why take part in *Bone Shaker Rally Xtreme*, when developers can give you the speed and thrills of the latest sports cars? But while motor racing games have always transferred well to the videogame format, air combat titles have fared less well.

The reason is simple: the requirements of modern air combat, with jet propulsion, heat-seeking missiles and radar technology mean that you're never likely to see the look on your opponent's face when you shoot him out of the sky. Destroying a black spot on a blue background is about as exciting as watching an episode of Don't Try This at Home. How much better would it be to go head-to-head in Fokkers and Sopwith Camels?

But while *Ace Combat 4: Shattered Skies* still suffers from the necessities of modern warfare, it certainly provides more entertainment than the first three iterations of the series. From the simple Tony Martin-style shoot-whatever-moves original to the erratic third title, gamers have always been left disappointed with this Namco franchise. The fourth game in the series is both immediately gratifying and has enough depth to keep players hooked until the final mission.

The missions in the game are varied, too. They're as diverse as escorting important military craft, to huge assaults on enemy installations. In truth, the dog-fighting aspects of the game suffer from being repetitive. It's just a case of targeting the enemy aircraft and launching a couple of missiles. But the game becomes much more interesting once both air and ground targets have to be dealt with. In fact, many ground targets can't be destroyed unless clever strategy is employed. Submarines, for instance, laying dormant in their hangars can only be hit head-on. There's plenty of opportunity for sneaking, but you'll need guts, too.

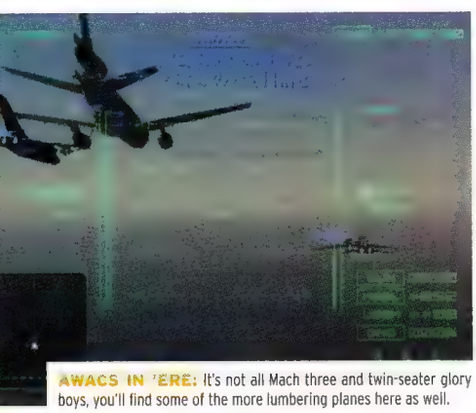
One of the most interesting aspects of *Ace Combat 4* is the delicate way the narrative unfolds. Although aircraft are modelled on their real-life counterparts, the story takes place in a fictional future on a continent called Eugea. Before every mission, the events which've led up to current tensions are told through hand-drawn animation stills. The quality of these stills, combined with the musical accompaniment, add depth and subtlety to what would otherwise have been a rather brash combat game. Once the single-player missions have been completed the animation sequences can be unlocked at your leisure.

Ace Combat 4 is Namco's best effort at a flight combat game. With *Ridge Racer*-style upgrades – including stealth bombers and laser-guided missiles – and 18 varied missions, this'll have you blowing stuff up for hours. Perhaps the explosions and sound fx could have been a little more impressive, but that's a piddlin' complaint in the face of an exhilarating aerial experience. **PSM2**

Available on import and in the UK early next year (as Ace Combat: Distant Thunder)

INSIGHT

- Check out the US air forces aircraft website at *http://www.wpafb.af.mil/museum/* for some tasty images of fighter craft to get you in the mood.



AWACS IN 'ERE: It's not all Mach three and twin-seater glory boys, you'll find some of the more lumbering planes here as well.

BADER'S CHOICE

1. **ACE COMBAT 4** Varied missions, hectic skirmishes and enough depth to control PS2's skies.
2. **THUNDERHAWK: OPERATION PHOENIX** Arcade shoot-em-up action in a helicopter. Fun while it lasts.
3. **TOP GUN: COMBAT ZONES** Unsatisfying low-level strafing action. Doesn't get you anywhere near the danger zone.

PSM2 VERDICT

GAMEPLAY
+ Tense and instant action all the way.
- Dog-fighting can get a little repetitive

GRAPHICS
+ Amazing cockpit views from high above
- Textures swirl into a mess close-up.

SOUND
+ Good radio communications generate drama
- Ridiculously bad Japanese poodle rock tracks.

LIFESPAN
+ The 18 missions will take many hours to complete.
- Not much replay once the game is over.

OVERALL
***Ace Combat 4* is superb in places, with some genuinely thrilling moments. It doesn't add much to a tired genre, however.**

80

KAMIKAZE

"UTTERLY COMPELLING.
BETTER THAN ANYTHING OF
ITS TYPE ON PS2."
PLAYNATION
"SOUL REAVER 2 FLOWS LIKE
BLOOD FROM A FRESH WOUND."
"QUITE SPECTACULAR."
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DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

OUT UK NOW

SHREK

OGRE THE RAINBOW: Kids will love it, but adults will find the subtle gags hilarious.

Forget that this is aimed at the kids – *Shrek*'s a mean, green, entertainment machine. And it's the best thing Eddie Murphy's done in years.

REVIEWER: James White

STARRING .....(Voices) Mike Myers, Cameron Diaz, Eddie Murphy, John Lithgow, Jim Cummings, Peter Dennis, Vincent Cassel, Clive Pearse
DIRECTOR .....Andrew Adamson, Vicky Jenson
CERTIFICATE .....U
PRICE £22.99

No-one saw *Shrek* coming, which was something of an achievement since it'd been in development for more than four years before it was finally released. And as the next all CGI-release from Steven Spielberg's studio, DreamWorks, it had a hell of a lot to live up to. Their first CG release, *Antz*, had done well and while the company hadn't exactly hit it big with traditional animation, the pressure was on to triumph over Disney this time. But they couldn't have dreamed that *Shrek* would go on to be such a massive hit.

MONSTER, MONSTER

It's an age-old fairytale of an ugly, foul-tempered ogre (Mike Myers, bringing a family-friendly version of *Austin Powers*' Fat Bastard to comic vocal life) who wants nothing but a quiet life. But his peaceful existence of eating, sleeping, farting and mud-showers is shattered when pint-sized Lord Farquaad (Third Rock From The Sun's John Lithgow) chucks all the fairytale characters out of his land, forcing them to take up residence in Shrek's previously isolated swamp. And one of them – a talking donkey, exuberantly voiced by Eddie Murphy – decides to move in with the huge green ogre himself. Disgusted by the new living arrangements, Shrek strikes a deal with Farquaad – he'll go on a quest to rescue a princess for the shortarse to marry if Farquaad will clear out the Seven Dwarves and everyone else from his home. Cue a buddy-style mission as Shrek and Donkey go looking for the beautiful Princess Fiona (Cameron Diaz)...

GREEN WITH ENVY

It's not the basic story that holds the most appeal, however. This has the sort of witty, freewheeling script that made it appeal to both the kids who swarmed to watch it and the adults dragged along with them. And once the kids were satisfied, the adults – who'd normally have to come up with some feeble excuse to watch kids' stuff by themselves – flocked back to catch everything they'd missed the first time.

Layered with beautifully choreographed slapstick and some inspired guff gags to please the ankle-munchers, it's also full of hilarious word play (Lord Farquaad, anyone?) and a truckload of moments that will sail straight over the kids' heads. And, given that the man holding the purse strings – DreamWorks animation honcho Jeffrey Katzenberg – used to work for Disney, there're plenty of cracks at The Mouse House. We defy anyone not to suffer popcorn blowback during the singing bluebird scene. On the vocal side, Myers and Diaz offer charming central performances as the beast and the beauty who comes to love him, but it's Eddie Murphy who deserves the lion's share of the credit for a superb, livewire turn as Donkey. It's his best performance for years.

With *Shrek* now available to buy, the excuses won't need to be dragged out again. Even if it does betray its wiping-arse-on-fairytales beginning with a predictably cheesy finale, this is a movie that any DVD owner would be proud to stick on their shelf. However sophisticated they feel themselves to be. **PSM2**

INSIGHT

- Chris Farley was the original voice of *Shrek*. Mike Myers took over after he died.
- Myers asked to change the accent midway through production at a cost of $4 million.
- Farquaad's kingdom is a direct spoof of Disneyland.

CGI TOON CHOICE

1 **TOY STORY**
Pixar delivers what is probably the best ever CGI cartoon. Until their next one...

2 **SHREK**
DreamWorks delivers ogre-sized yuks with their green beastie.

3 **A BUG'S LIFE**
Pixar again, swapping toys for insects in a microscopic tale of heroes.

PSM2 VERDICT

EXTRAS

Audio Commentary Swamp Karaoke Dance Party Deleted Scene The Tech Of Shrek: Behind the scenes featurette Shrek's Revoice Studio: enables you to voice the characters Character Interviews with Shrek, Fiona, Lord Farquaad and Donkey Production notes. Crew bios Dubbing featurette Trivia game. Character Morph (allows you to mix and match the character's body parts) An Ogre-sized DVD that the kids will lap up and the disc buffs will spend hours playing with.

OVERALL

A monster hit that deserves all the commercial and critical success it received, complemented by the sort of DVD that every good film deserves.

91

Go EVERFUL

Kobal Collection/Paramount

OUT UK NOW

LARA CROFT: TOMB RAIDER

Angelina Jolie breathes live action life into the most famous chest in gaming...

REVIEWER: James White

STARRING ..... Angelina Jolie, Iain Glen, Jon Voight, Daniel Craig, Noah Taylor, Chris Barrie, Julian Rhind-Tutt, Leslie Phillips
DIRECTOR ..... Simon West
CERTIFICATE 12
PRICE £19.99

Given the universal appeal of game icon, Lara Croft, it was inevitable that a movie would arrive to turn every fanboy's pixel princess into fleshy reality. It'd been in the works for months, if not years, with everyone from Ashley Judd to (shudder) Liz Hurley touted as Ms Croft. *Con Air* director, Simon West, finally delivered the living, breathing Lara, in the personable form of Angelina Jolie.

SHE GOT GAME

Taking its history from the game franchise, Tomb Raider takes Lara Croft on a new archeological adventure. Haunted by the death of her father and eager to complete his discoveries, she discovers one of his legacies: an ancient clock still ticking away in the vaults of the Croft mansion. Intrigued, she sets out to solve the riddle of what the clock signifies. But there're others out to cash in on the mystery, including old rival Manfred Powell (Iain Glen). Lara finds herself caught up in a desperate race to find the rest of the clock, before Powell and his cronies locate it and scoop its power for themselves...

While by no means a flop – it shot to number one in the box office charts – it fell way short of many moviegoers' expectations. Your enjoyment of the movie will probably depend on what you want out of the average film – and, in particular – if you're a fan of the games.

INSIGHT

- Filming locations included Iceland and Cambodia.
- Angelina Jolie learned to Scuba Dive for a sequence that eventually got cut.
- Fans can relax – every member of the cast signed up for a sequel.

MONKEY BUSINESS

Yes, there's some impressive, expensive spectacles on display here – memorably, the gigantic, animated stone monkey guardians towering over the characters wielding massive swords. Jolie has some impressive early action sequences – especially one set around Croft mansion as raiders break in to steal the clock. Eye candy fans will enjoy her swinging from the rafters, bungee-attacking and using a motorbike as a deadly weapon. They're pulse-quickening if nothing else. But if you're hunting for a little depth, then move along; there's nothing to see here. This is computer plotting taken to the next level.

A SEMI, AUTOMATIC: Not a bad looking lass, shame the film's a total dog.

The action feels like cut-scenes between a game you can't play and the plot is the worst sort of woolly, New Age nonsense. Flashbacks of Jolie and doting daddy Voight are barf-inducing, and the story runs from A to C without ever really appearing innovative. But then, this is a summer event movie. There's no denying that Jolie makes an almost perfect Lara, with the icy cool, posh bird side – complete with convincing English accent – evenly matched with kick-ass action babe. If you can turn your brain off, you might just make it through awake. **PSM2**

GAMER'S CHOICE

1 **MORTAL KOMBAT** Johnny Cage and the gang fight evil.
2 **SUPER MARIO BROTHERS** Bob Hoskins *is* Mario. Even though the movie's dodgy...
3 **TOMB RAIDER** Angelina Jolie and... er, stone monkeys?

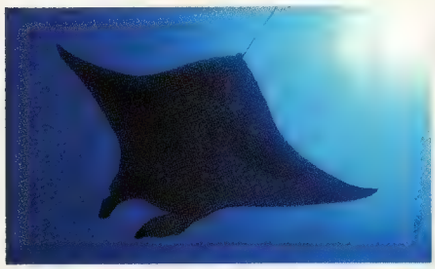
PSM2 VERDICT

EXTRAS
Audio commentary | Featurettes: Digging Into Lara and Crafting Lara Croft | Shot-by-shot visual effects breakdown | U2 music video | Alternate main titles | Stunts featurette | DVD Rom features

OVERALL
Lara gets the big screen treatment at last, but this is an unsatisfying blast with a back-of-a-fag-packet plot. Packed disc, though.

60

GAME OVER



THE BLUE PLANET

OUT UK NOW

STARRING ..... Some fish and mammals
SERIES PRODUCER ..... Alastair Fothergill
CERTIFICATE ..... E
PRICE £34.99

Spilling over three discs and clocking in at an eyeball-glazing 535 minutes, the BBC Natural History Unit's second 'proper' Attenborough DVD release is epic in every sense. It's the triple-disc set your widescreen TV was made for.

The final breathtaking images the small Bristol-based team spent five years working towards are the most cinematic yet to come from the NHU. You'll forgive the occasional repetition – it seems like there's some tuna tucking into a baitball every episode – because of the sheer beauty of it all. It's just a shame the special features aren't *quite* special enough... **PSM2** **89**

ENEMY AT THE GATES

OUT UK NOW

STARRING ..... Joseph Fiennes, Jude Law, Rachel Weisz, Ed Harris, Bob Hoskins
DIRECTOR ..... Jean-Jacques Annaud
CERTIFICATE 15
PRICE £19.99

Taught, nerve-sizzling and highly compulsive, this tale of two snipers is Euro style and quality meeting Hollywood size full on. Jude Law is the young Russian sharpshooter up against experienced top German gun, Ed Harris.

The bullets fly, the troops fall and everyone's covered in mud, sweat and tears. Mixing the wide-scale battle action with the intimate story of Law, the woman he loves (Rachel Weisz) and his jealous rival in love (Joseph Fiennes), the most expensive Euro movie to date puts every penny on the screen in a truly epic story. Shoot to thrill? You better believe it. **PSM2** **80**

ALSO RELEASED

THE LORD OF THE RINGS (BOX SET)
Released Out Now **Cert** PG **Price** £19.99
The 1978 animated version may not be perfect, but it's entertaining enough, and this is your first chance to own it for 15 years. One for Tolkienites. **PSM2** **50**

THE CLASH: WESTWAY TO THE WORLD
Released Out Now **Cert** 15 **Price** £19.99
Never mind the polemics, here's Don Letts mixing vintage footage and contemporary interviews to tell the story of one of the greatest bands ever. **PSM2** **87**

FAWLTY TOWERS
Released Out Now **Cert** PG **Price** £34.99
Or Farty Owls. One of our best-loved sitcoms comes to DVD and it's about bloody time. It's crammed with commentaries and out-takes, too. **PSM2** **93**

THE GRINCH
Released Out Now **Cert** PG **Price** £19.99
Jim Carrey is the grumpy guts from the Dr Seuss tales. While the film's, y'know, for kids, there's still enough here to raise a laugh from adults. **PSM2** **75**

NATURAL BORN KILLERS
Released Out Now **Cert** 18 **Price** £19.99
Brutal, stylish and a little too chaotic for its own good, this is more than just a talking point. And why not let Oliver Stone himself talk you through it. **PSM2** **80**

FOREST GUMP (2 DISCS)
Released Out Now **Cert** 12 **Price** £24.99
If you stomached the movie, you'll love the two-disc set, which is bursting with features on how they did those ever-so-clever special effects. **PSM2** **68**

COMING SOON

THE MUMMY RETURNS (2 DISC SET)
3rd December
£19.99

PEARL HARBOUR
3rd December
£24.99

STAR TREK: THE MOTION PICTURE (SPECIAL EDITION)
11th December
£19.99

Kobal Collection/Touchstone
©Pictorial Press Ltd

PlayStation.2
SPLASHDOWN
ATARI
ADRENALINE
"The Gran Turismo of water racing games." P2
SPLASHDOWN
Featuring ultra realistic wave effects and graphics, Splashdown is a racing game unlike any other. Fire up your machine and take on the challenge of negotiating fearsomely testing courses, at death defying speeds in exotic locations across the globe.
Stunning ultra-realistic graphics - 18 race locations from Hawaii to Australia.
8 riders from around the world - Two player split screen - 30 bone crushing tricks.
PlayStation.2

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PSM2 CHARTS

GORGE YOURSELF CRAZY ON OUR OFFICIAL WORLDWIDE RANK-EM-UP

CHARTS FOR MONTH ENDING NOV 23

PS2 TOP 20

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Grand Theft Auto 3	Take 2	DMA Design
2	NEW ENTRY!			FIFA 2002	EA	EA
3	4	4	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
4	NEW ENTRY!			Time Crisis 2	Sony	Namco
5	1	2	1	This Is Football 2002	Sony	Team SoHo
6	2	2	2	Resident Evil Code: Veronica X	Capcom	Capcom
7	NEW ENTRY!			Spy Hunter	Midway	Midway
8	NEW ENTRY!			Age of Empires 2: The Age of Kings	Konami	Konami
9	7	5	2	Red Faction	THQ	Volition
10	17	6	3	Crazy Taxi	Acclaim	Acclaim/Sega
11	NEW ENTRY!			Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis
12	NEW ENTRY!			Project Eden	Eidos	Core
13	15	12	1	Tekken Tag Tournament	Sony	Namco
14	RE-ENTRY!			Quake 3 Revolution	EA	Bullfrog
15	18	6	2	Formula One 2001	Sony	Studio Liverpool
16	NEW ENTRY!			Smuggler's Run 2: Hostile Territory	Take 2	Angel Studios
17	11	2	2	Extreme-G 3	Acclaim	Cheltenham Studios
18	14	12	2	SSX	EA	EA Canada
19	NEW ENTRY!			F1 2001	EA	EA
20	10	12	2	FIFA 2001	EA	EA

JAPANESE TOP 5

1	NEW ENTRY!			Actual Combat Pachislot	Sammy	Sammy
2	NEW ENTRY!			J-League Winning Eleven 5	Konami	KCET
3	1	2	1	Shin Sangoku Musou 2	KOEI	KOEI
4	NEW ENTRY!			Time Crisis 2	Sony	Namco
5	RE-ENTRY!			Everybody's Golf 3	Sony	Media Vision

US TOP 5

1	1	2	1	Madden NFL 2002	EA	EA
2	NEW ENTRY!			Silent Hill 2	Konami	KCET
3	4	2	3	Resident Evil Code: Veronica X	Capcom	Capcom
4	NEW ENTRY!			Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis
5	3	3	2	NHL 2002	EA	EA

GRAND THEFT AUTO 3

It's police and thieves, but more The Clash than Junior Murvin. A deserved number one spot for the sprawling crime-em-up that's sure to have the knee-jerkers in the media screaming for an instant ban. Excellent.

TIME CRISIS 2

The GunCon 2 package has proved popular with those wanting to update their game gats, but you might be a bit narked to learn that it'll work with your original G-Con 45. Still, get an i-Link and you can pop caps with a friend.

SMUGGLER'S RUN 2: HOSTILE TERRITORY

Bit of a disappointing show for every moonshining fantasist's favourite game. Improved environments, explosions and cut-scenes struggle to disguise this checkpoint racer.

J-LEAGUE WINNING ELEVEN 5

Classic console footy's going home. This is the J-League edition of our favourite lunchtime pursuit. All the domestic Japanese teams, players and stadia get the KCET treatment. Lucky bleeders.

FIFA 2002

"He beats one... he beats two... he... oh, the elastic's gone on his shorts." A bit of a spectacular howler from the big-hitter that aims a curling 30-yarder into the right-hand top corner, only to knock the linesman's teeth out. Relegated.

PROJECT EDEN

Proof that sophistication needn't be the sole preserve of the PC cognoscenti. With the emphasis on single-player, and multi-player, teamwork, Core have injected mind-stretching strategy with a splatter fest of impressive action. Very cool.

F1 2001

EA have atoned for their original PS2 Formula One sin with this admirable racer that's stuffed to the pits with options. The multi-player modes make Sony's serious sim look positively stuck up, but they won't impress F1 obsessives.

SILENT HILL 2

It's put the fear of God into over a million people worldwide. Downbeat, bleak and, well, *cold*, the second journey into the Hill's heart of darkness has gripped the soiled recesses of America's imagination. Maybe they simply relate to Eddie?

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS · UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue>** #11 — **72**
An inventive, action-lead game that'll delight fans of Hong Kong cinema and satisfy slash-em-up fiends.

AIRBLADE
Publisher> Sony
Version> PAL **Issue>** #16 — **77**
Not compelling enough as a story and not deep enough to offer limitless trick potential. Frustrating but fun.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue>** #15 — **66**
A perfectly decent survival-horror romp that decided to dump any pretensions of originality for lumpen familiarity.

CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue>** #13 — **80**
This classic revisit to the zombie hell of Raccoon City is familiar, but scary, stuff.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue>** #15 — **90**
Blindingly gorgeous and cracking to play, but it lacks the long-term appeal of an all-time classic.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue>** #16 — **37**
Looks ragged and frustrates by making you work hard for very little gain.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue>** #09 — **78**
Despite a shallow, unoriginal story and fairly brief life expectancy, this still boasts action, gunplay and blind panic.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue>** #16 — **92**
BEST ACTION-ADVENTURE The amoral allure attracts, but attention to detail keeps you hooked. Hugely impressive.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue>** #09 — **76**
A game that attempts to bring humour to videogames. Some inventive ideas ultimately let down by basic design flaws.

ONI
Publisher> Take 2
Version> PAL **Issue>** #07 — **62**
Some of the best hi-tech combat around gets hopelessly lost in dull environments littered with crates. Boring.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue>** #07 — **80**
Staple survival horror gaming, with the emphasis on carnage not tension. Horrible borders, though

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue>** #08 — **68**
Not *MGS2*, but still a compelling title with enough plot twists to keep the one-more-go factor at a premium.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue>** #13 — **56**
Visually inept at times, overly linear but still enough fun to crack the odd smile and keep your interest fixed.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue>** #15 — **88**
If you can accept the short duration and swallow the bleak veneer, the emotional impact is unrivalled. It blurs the boundaries between movie and game like nothing else out there

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue>** #09 — **24**
A stinker. Bad level design and woefully inadequate visuals are only the start of *Warriors'* many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue>** #06 — **59**
Despite the occasional moment, this is pretty average stuff from EA. Uninspiring graphics and poor puzzle design don't help much, either.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue>** #12 — **82**
No nerve-frazzling reactions required – just a bit of thought and a sense of humour. Addictively gentle.

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue>** #04 — **78**
Fast-paced action with excellent, but foggy, game structure.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue>** #14 — **86**
Manages to pull off a rare combination of brains and guns while never falling short on looks.

ARCADE

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue>** #16 — **62**
The lack of variety extinguishes the long-term appeal. It makes a change from taking lives, though.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue>** #10 — **80**
Undeniably an incredibly addictive arcade hoot, but, like all coin-op conversions, the fun is definitely short-term. Great while it lasts, though.

GAUNTLET
Publisher> Midway
Version> NTSC **Issue>** #10 — **32**
Multi-player's the best way to get the most from the new PS2 *Gauntlet*, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue>** #02 — **29**
A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Strictly old-skool.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue>** #14 — **79**
It won't set the world alight, but Spy Hunter's a beautifully crafted, knockabout thrill with an undeniable sense of style

SILPHEED
Publisher> Working Design
Version> PAL **Issue>** #03 — **51**
A firework of a 3D scrolling blast-em-up that burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue>** #11 — **79**
The beat-em-up equivalent of Mission: Impossible 2 – not much depth, but lots of explosions, acrobatics and fun.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue>** #11 — **66**
A passable evening's rented entertainment, or a last resort for a dull weekend. Just don't blow 40 quid on this.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue>** #05 — **83**
Instantly beguiling with free-flowing action. But comic book bosoms are no substitute for solid two-player scraps.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue>** #09 — **60**
A few tweaks to the controls and this could have been something a bit special, instead it's uninspiring

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue>** #05 — **79**
A worthwhile update of an elderly series, but a superior tagging system keeps it in the running.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue>** #04 — **87**
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue>** #16 — **80**
More a next-gen tweaking of *Know Your Role* – essential for grappling fans and worthwhile for everyone else.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue>** #06 — **60**
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 **50**
Does its thing reasonably well on most counts, except the groove. Tiny Disney fans will enjoy it, however briefly.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 **78**
We love it. It's mental and it'll hook you within seconds. The sherbert-flavoured antidote to everything bleak on PS2

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 **40**
There's a nod to quality in the depth of options and courses but, ultimately, it's an essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 **58**
As an arcade game, it's the one you'd turn to if *Street Fighter* was broken and *Tekken* was surrounded by bikers.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 **70**
Certain to please Offroad purists, but it's a pity SCEA couldn't have compromised on the realism.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 **88**
An ideal foil to *GT3*'s smart-arsed sensibilities with all the thrills *Ridge 5* didn't deliver... and then some.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 **65**
Simple to learn but relentless in action, poor presentation and slightly dodgy graphics let it down.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 **57**
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 **60**
Close, but absolutely miles away at the same time. A massive shame, because it looks lovely.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 **84**
A definitive purchase for F1 die-hards, and a rewarding challenge for any console race fan willing to rise to it.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 **84**
Accessible but with enough depth to keep even F1 veterans busy. SCEE have got 'emselves serious competition

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time less development speed, more quality

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 **66**
If you want an involved four-wheeled racer, this is fine – just don't expect too much of it

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 **49**
If you really want to build a race track, just spend 40 quid on Scalextric kit and glue cardboard spikes to the cars.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 **93**
BEST RACING TITLE *GT3* is a near-perfect game – which astounds and challenges in equal measure.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 **74**
Lovely to look at, but the gulf between UK and Japanese development times is evident.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 **73**
Good fun, but just can't compete with the all-conquering *GT3* in an already crowded field.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 **60**
A potentially good game let down by cloying controls, uninspiring racing and frustrating challenges.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Illegal city street-racer. Some nice touches of detail sadly compromised by reality-check graphics.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 **80**
Motorbike racing experience with convincing handling and gorgeous details. If you like your bikes, this is beautiful.

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 **78**
It's not quite the complete fusion of mud-splattered racer and daredevil sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 **62**
For all its neat touches and playability it remains a decidedly ordinary addition to an ordinary genre.

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 **60**
An intriguing racer with uninspired and tepid presentation. Four ordinary racers rolled into one

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 **43**
A bright and solid dinky racer hard-shouldered miles before the finish by its split personality. Cheap, though.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 **76**
Arcade-style knockabout racing at its idiotic best. Undoubted fun, but for how long?

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 **75**
It sweeps you up and suddenly drops you flat. High-adrenaline racing can't atone for the lack of innovation

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 **45**
There's little doubt that merely being sweet in the world of videogaming gets you nowhere. A seriously flawed karter.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 **38**
There're a few good samies in the *Stunt GP* lunchbox, but we can't be arsed to play this again and neither will you..

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 **44**
No originality and a style of play that's more reliant on luck than skill

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 **76**
It's a no-brainer... but it's The Simpsons. Gives more than *Simpsons Wrestling*, but feels lightweight next to *Crazy Taxi*.

HEAD 2 HEAD

FIRST-PERSON SHOOTERS

> RED FACTION

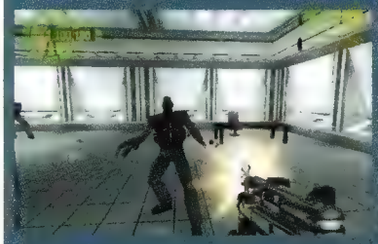
Publisher> THQ
Version> PAL
Issue> #11

PSM2 VERDICT 88

PRESENTATION:
Functional rather than overly fancy, it does sport some fantastic spot effects and the deformable scenery looks suitably scorched. Unfortunately, there's considerable slowdown in the two-player mode.

GAMEPLAY:
Fast paced and ultimately rewarding. There's a bit of a problem with the learning curve – picking up a big gun just before running into a big gun scenario – but it handles well. The vehicle levels are a nice touch

MULTI-PLAYER:
Not great. As well as just being a two-player test of firepower in Deathmatch mode, the frame-rates very suspect. Trying to support the Geo-Mod system on a split-screen was obviously more of a task than Volition imagined.



LIFESPAN:
Thankfully, the involving story line will have you battling your way to the end of the road, but not before you've booted the cat a few times. The difficulty options don't offer enough of a challenge to convince you to play through more than once, though.

> HALF-LIFE

Publisher> Vivendi
Version> PAL
Issue> #16

PSM2 VERDICT 90

PRESENTATION:
Quick, smooth with some top design touches in the backgrounds and characters. We did have some issue with the occasionally random frame-rate and there're a few iffy blurred textures scattered around.

GAMEPLAY:
The daddy. Ultimately, this is where every other FPS – including *Red Faction* – wants to be. OK, it is *just* an FPS – you wander around talking to some people and killing others – but the plot's fantastic.

MULTI-PLAYER:
A gutsy, two-player toe-to-toe showdown that doesn't suffer from any disabling stuttering in Deathmatch plus a spanking new co-operative game. The Decay sub-mission provides an excellent opportunity to bite your lip and help each other out. Nice touch.

LIFESPAN:
Huge, with plenty of surprises. *Half-Life*'s engaging and tricky enough to keep you going for hours, and with the solid multi-player options you'll find yourself dipping back in to give your mate a faceful of metal for some time to come.

SURVIVOR

Half-Life's strength is its weakness – one of the greatest PC games ever gets a near-perfect PS2 port. The only trouble being that if you've played it, well, you've played it. The Decay sub-mission's a good enough reason for newcomers to shell out, but it's not enough to pull in the veterans. *Red Faction* boasts a decent plot, solid gameplay and some innovative effects but it only exists because *Half-Life* does. If you don't own an FPS, then it's got to be Gordon Freeman's classic adventure. Not many gaming heroes wear glasses, y'know.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 **38**
No taunts, betting and revving up at the lights – in fact, anything that could've made an entertaining game.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 **63**
Perfectly solid, looks nice, but thoroughly uninspiring racer let down by some really annoying flaws..

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 **71**
Frustrating controls and some dead-stop scenery collisions make this an exasperating ride

FIRST-PERSON SHOOTER

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 **90**
BEST FPS TITLE Don't let this great game pass you by, but the new Decay co-op mode isn't value enough for old pros.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
A flawless conversion to PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 **88**
A brave attempt at innovation ends in an entertaining action adventure that's not without flaws.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
Great multi-player, a Level Editor and some incredibly hard challenges make this a must-buy.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 **82**
Excellent single-player mode. It's just a shame that it fails so badly in multi-player

FLIGHT SIM

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
A rarity on PS2 – a game almost entirely free of action. Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Construction paradise as long as you can bear the awkward controls, tiny arenas and spiteful difficulty.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
One of the few mech titles to actually make you realise you're playing a next-gen console. Big respect from us

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 **74**
Lush battles, loads of strategy – a bit like chess but with huge robots

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 **46**
A derivative title that packs enough tactical thought to amuse, but it's still very average

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 **63**
Panic action that'll leave you grinning. But you'll end up dreading the sluggish menu management.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 **84**
BEST MECH TITLE The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion

HEAD 2 HEAD

SHOOT-EM-UPS

THUNDERHAWK: OPERATION PHOENIX

Publisher Eidos
Version PAL
Issue #14

PSM2 VERDICT 70

PRESENTATION:
For whatever reasons, the developers decided that this kind of hover-and-bovver blaster could do with plenty of miserable night-time levels. Shame, because the vehicle animations are superb.

GAMEPLAY:
Helicopters are cool. Turn 'em on a sixpence and strafe to your little black heart's content. *Thunderhawk* handles beautifully with plenty of mission and control options, but you might struggle with the complicated twin Analogue set-up.

MULTI-PLAYER:
Just as well this is only one-player. Two of you struggling to come to terms with the controls would probably be too much to bear. Anyway, this is definitely best enjoyed on your own.

LIFESPAN:
Take your time to have a look at all the smart graphical touches and you'll hack your way through this in a respectable 16-20 hours. The difficulty levels don't add anything new, so don't expect to itch to get back into your AH-74 once you've completed it.

TOP GUN: COMBAT ZONE

Publisher Virgin Interactive
Version PAL
Issue #13

PSM2 VERDICT 67

PRESENTATION:
Mission levels are suitably vast with plenty of ground-level detail zipping underneath you. Weapons effects are a little less convincing, with ground-to-air flak looking more like orange lollies rather than death from below.

GAMEPLAY:
There's genuine satisfaction to be had from barrel-rolling out of the sun and dumping a few hundred pounds of devastation on an ammo dump, but the low-level nature of the action and repetitive game structure soon becomes a bit dull.

MULTI-PLAYER:
Strangely, there's no opportunity to go up against a human player for a testosterone-stoked duel in the clouds. Why someone decided not to bother with a two-player is, frankly, beyond us.

LIFESPAN:
As we've already said, the levels are all pretty similar, so you might tire of the relentless bombing and strafing. However, it features a neat Quick Start option which allows you to select any plane, on any map with any level of enemy difficulty.

AIR APPARENT

If it's an aerial challenge you're after, then both of these offer plenty of thrills without setting the world alight. *Top Gun*'s fast and furious, but suffers from a lack of variation that'll eventually have you looking elsewhere for those g-induced adrenaline highs. *Thunderhawk*, on the other hand, is a more structured, considered experience. Once you get to grips with it, you'll be dealing explosive hell with a casual flick of your thumb. Nice.

THUNDERHAWK: OPERATION PHOENIX

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **35**
A lame game launching on the back of a successful film

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **29**
Stunningly basic and enormously dull... even for kids

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 **79**
A candy-pop, innovative roller coaster ride, that falls short of greatness due to a repetitive structure and short lifespan.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 **51**
Yawn. They said they wanted to kick moribund platformers up the arse and then settled for mediocre.

KLONOA 2
Publisher> Namco
Version> NTSC **Issue**> #10 **73**
Visually beautiful with well machined gameplay, but it's essentially a 2D platformer that doesn't break the mould.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 **55**
Masks solid platforming and rewarding puzzles behind infuriating controls and unbalanced level design.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **68**
The characters are for kids, the gameplay's for adults. *Rayman* is only almost great for either set of gamers.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04 **71**
A solid, if slightly small, puzzler with a host of cutesy features that's worth a second look.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 **85**
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun – enough to stand up and be counted with *Tetris*

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 **78**
Frustrating, but painfully addictive. Proves that puzzle games don't have to involve slotting blocks together.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 **78**
Addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 **60**
A cash-in with pride that actually stinks of quality and does the job properly. Still a ropey gameshow, mind.

RPG

DARK CLOUD
Publisher> Sony
Version> NTSC **Issue**> #11 **81**
Derivative in places, but still manages to mould the tired RPG genre into something refreshing and fun

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 **80**
Ephemeral Fantasia runs the RPG gauntlet and comes out smelling of entertainment rather than drudgery.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 **35**
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> Squaresoft
Version> NTSC **Issue>** #14 **90**
BEST RPG Stunning CGI, revised battles and the usual life-consuming plot. The UK version's out in July 2002.

ORPHEN
Publisher> Activision
Version> PAL **Issue>** #04 **56**
A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that annoys.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue>** #06 **80**
It might take a bit of getting used to – but it's certainly different. Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue>** #07 **70**
A game with massive aspirations, unfortunately let down by shoddy graphics and a camera that'll drive you to genocide.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue>** #11 **47**
A decent arcade shoot-em-up that encourages you right to the end, but it looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue>** #11 **18**
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue>** #09 **40**
A lazy banged-together rehash of established concepts, with novelty appeal for *Army Men* fans.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue>** #10 **86**
BEST SHOOT-EM-UP Rammed with stuff to do, humour and significant extras that you won't find on other formats.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue>** #15 **63**
Not the stinker you might've thought it would be. Big, dumb knockabout fun that plays like a diet *Twisted Metal*.

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue>** #03 **77**
Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue>** #16 **67**
A few extras and link-up play add some depth, but after an evening with this you'll have had your fill. Rent only.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue>** #09 **85**
Atmospheric, exciting, and full of explosions – everything a Star Wars game should be. Bit repetitive, though.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue>** #16 **78**
A fantastic coin-op conversion that eclipses the original in every possible way.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue>** #14 **70**
Once mastered, it's an explosive charge into occupied territory. Definitely lives up to its impressive legacy.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue>** #16 **67**
Falls way short of its high-flying pretensions due to a limited, and low-level, mission structure.

TWISTED METAL: BLACK
Publisher> Sony
Version> NTSC **Issue>** #13 **80**
Fast, frenetic and a real puller Darkness be damned, we like the way *Twisted Metal: Black*'s sick carnage plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue>** #06 **69**
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue>** #11 **29**
Halliwell-thin and totally inadequate gameplay. How can a game with this many explosions be so dull?

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue>** #15 **65**
Much like the man himself – thorough and insightful but also guaranteed to get up your nose after a while.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue>** #05 **68**
Enough depth to stimulate for quite some time – but it's still capable of running itself without any help from you.

SPORT

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue>** #10 **72**
A quality two-player game of hardball, but best of British trying to find someone to play against.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue>** #14 **76**
Bugs aside, this still has some impressive moves on PS2

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue>** #07 **59**
Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue>** #04 **63**
Dazzling to look at, but a jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue>** #09 **68**
A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats.

ESPN WINTER X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue>** #15 **62**
A flawed compromise of reality and fantasy. Despite some inspired touches, this is for skate nuts only. Shame.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue>** #04 **70**
The unforgiving learning curve may put the curious off. Go for *SSX* for maximum thrills.

FIFA 2002
Publisher> EA
Version> PAL **Issue>** #16 **69**
A more realistic feel and enticing multi-player thrills don't make up for flawed play and patchy presentation.

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue>** #12 **07**
Rubbish game, repackaged and aimed at young fans. Arse.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue>** #07 **79**
Beautifully captured, but incredible character models are compromised by some nasty graphical glitches.

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue>** #15 **87**
BEST SPORTS SIM If you own *Madden 2001*, it's definitely time for a trade-in.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue>** #07 **72**
A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 **70**
As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for an ageing arcade game?

NBA STREET
Publisher> EA
Version> PAL **Issue>** #11 **74**
A funky take on basketball that fails to explore its wilder ideas. Still, it's hard-hitting instant fun

NHL 2002
Publisher> EA
Version> PAL **Issue>** #15 **70**
The gameplay's tight and the visors shiny. A competent update that occasionally loses itself up its own gimmicks.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue>** #16 **72**
Not as po-faced as *NHL 2002*, but still a belting title that transcends its steep learning curve.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue>** #05 **45**
Skimps in the areas it should be concentrating on, and isn't much more functional everywhere else.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue>** #16 **95**
BEST FOOTBALL TITLE Divine gameplay and crisp graphics capture the passion and pain of real football. Near faultless.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue>** #04 **82**
BEST BOXING TITLE Anything that looks this good and makes you laugh demands attention

RUGBY
Publisher> EA
Version> PAL **Issue>** #10 **80**
Although not exactly flawless, this plays a damn fine – if a little simple at times – game of rugby.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue>** #06 **29**
A diverting mini-game packaged up as the real thing. Awful.

SSX TRICKY
Publisher> EA
Version> PAL **Issue>** #16 **95**
BEST SNOWBOARDING TITLE Brilliant. Edgy, funky, cool with outrageously compulsive gameplay and riotous effects.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue>** #05 **70**
A very relaxing, helpful, chirpy game of golf.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue>** #14 **71**
Deceptive playability and with some excellent detailing, but the occasional flaw limits the long-term appeal.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue>** #08 **72**
It captures the feel and emotion of golf perfectly – shame that the number of levels and characters are so limited.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue>** #12 **56**
The occasional neat touch gets strangled by stilted animation and odd ball movement. Shame.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue>** #14 **80**
This realistic boxer falls just short of greatness, held back by some bizarre bugs. Still a hard-hitting challenge, mind.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue>** #14 **76**
Beautifully crafted snooker sim which captures the atmosphere and realism of this gentle ball game.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue>** #15 **76**
Not a beauty by any stretch of the imagination, but overflowing with tactical subtlety and brain-warping challenge.

KESSEN
Publisher> EA
Version> PAL **Issue>** #05 **74**
Takes Japanese strategy into the major league.

UTILITY

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue>** #10 **90**
If there's music in your soul, this disc belongs in your PS2.

SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes

01 > SSX TRICKY
Probably the most complete PS2 experience. If it's not brand new, then it's completely revamped. We want to marry it.

02 > PRO EVOLUTION SOCCER
Buy a MultiTap 2, *now*. Splitting a defence in two has never felt so real. Pure football in every sense.

03 > GT3
Not a radical departure from *GT2*, but it's gorgeous, insanely fast and handles beautifully. The perfect driving dream.

04 > GRAND THEFT AUTO 3
Deviant, anti-social and a right mischievous little bugger. Which is probably what makes it so ace.

05 > HALF-LIFE
Alright, so it's not exactly a new game as such, but it's still the FPS that every other shooter wants to be when it grows up.

MUST-HAVE GAMES MACHINE

There can only be one...

PLAYSTATION 2

■ **£199**

Forget Harry Potter tat – this is the number one 'toy' this year. If you're reading this prior to Christmas and you're still without a PlayStation 2, you're obviously expecting one to arrive on December 25th. If you don't get one, we kindly suggest you kick up a stink.

We all know this time of year's supposed to be about giving rather than receiving. Giving's good. And what you need to remember is that everyone you know wants to give *you* something. But relatives – especially the elderly – can get it wrong. This is where, together, we can put them right. Here, you'll find the quality stuff you need to be demanding in return for the vouchers you'll be buying them at the last minute. Hey – why not leave the magazine open on these pages on the kitchen table, just to drive the point home in a super-subtle way?

PSM2 CHRISTMAS LIST

Your no-nonsense guide to what you should be asking for this year.

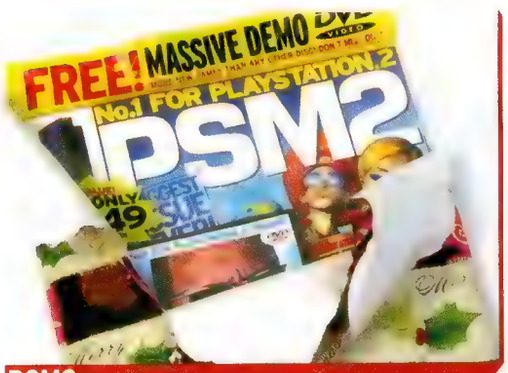
LAST-MINUTE BUYER'S GUIDE

We know what it's like. Your girlfriend, or boyfriend, needs a little convincing that you need a £200 bit of kit for Christmas. Plus a couple of £40 discs to feed it with. So, we've scoured the Net on your behalf to find the cheapest PS2 deals going. By shopping on-line you'll have more options available, and usually save a few more quid off high street prices. Plus, it's painless – all they've got to do is tap in a few numbers...

	WEBSITE	PRICE FOR PS2	STANDARD UK DELIVERY CHARGE	SPECIAL ON-LINE DEALS
AMAZON	www.amazon.co.uk	£194.99	£2.14	■ £219.99 - Gran Turismo 3 Pack (PS2 + GT3)
COMET	www.comet.co.uk	£198.95	£3.25	■ n/a
CURRYS	www.currys.co.uk	£199.00	£3.25	■ £219 - PS2 + GT3 ■ £249.00 - PS2 + This is Football 2002 + 8Mb Memory Card + Dual Impact 2 pad ■ £299.00 - PS2 + This is Football 2002 + Quake 3 + 8Mb Memory Card + DualShock 2
DIXONS	www.dixons.co.uk	£199.00	£3.25	■ £229 - Value Pack (PS2 + This is Football 2002 + Dual Impact 2 pad) ■ £239 - Quake 3 Pack (PS2 + Quake 3 + This is Football 2002) ■ £259 - GTA3 Action Pack (PS2 + TimeSplitters + GTA3 + [illegible]) ■ [illegible] Pack ([illegible] + Quake 3 + This is Football 2002 + [illegible] Impact 2 pad)
ELECTRONICS BOUTIQUE & GAME	www.electronicsboutique.co.uk www.game.uk.com	£199.99	Free	■ [illegible] Faction ■ £219.99 - [illegible] ■ £219.99 - PS2 + Crazy [illegible] ■ £219.99 - PS2 + MX2002 ■ £239.98 - PS2 + Resident Evil Code: Veronica X ■ £234.99 - Hardware Pack (PS2 + 8Mb Memory Card + Gamester pad)

MUST-HAVE ACCESSORIES

The add-ons that'll make your PS2 package complete.



PSM2

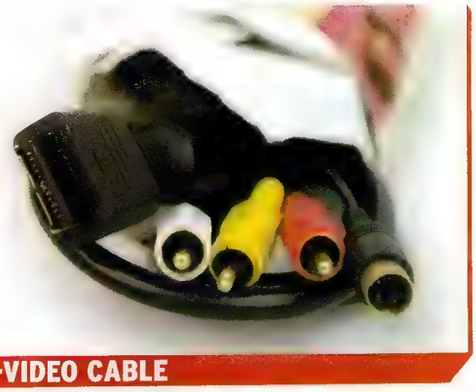
- **£38.90**
- **For more info:** see pg 117

There's only one way to keep one step ahead of the pack – by getting the first copies of PSM2 delivered straight to you every single month. If you live in the UK, you can order a year's supply of your favourite magazine for just £2.99 per issue! A PlayStation 2 without a copy of PSM2 is like coffee without cream, Reeves without Mortimer – it just doesn't make sense.

BLAZE ULTIMATE SCART CABLE

- **£14.99**
- **For more info:** www.blaze-gear.com

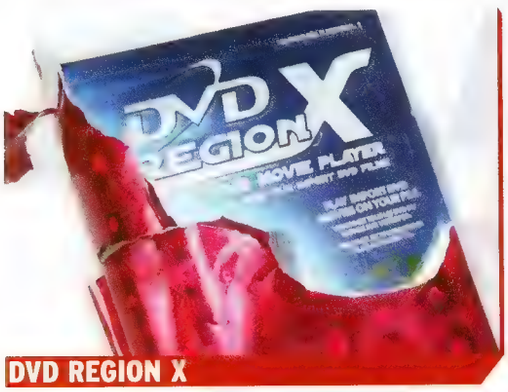
We use this as an office standard – it plugs in your SCART socket round the back of your TV, and lets you flick between RGB output (for your games) and composite output (for your DVDs) at the flick of a button – so you don't have to keep two sets of leads trailing from your TV or strain a wrist unplugging it from an awkward-to-reach socket.



S-VIDEO CABLE

- **£19.99**
- **For more info:** www.shop.uk.playstation.com

If you've read our fact-packed PS2 guide (pg48), you'll know that if you only want to use one high-quality lead to watch both games and DVDs, you need to get your hands on an S-Video cable. There is a way to get even sharper quality – the fabled RGB – though. But it does mean splashing out on a DVD Region X...



DVD REGION X

- **£19.99**
- **For more info:** www.codejunkies.com/shop

This is the business – letting you watch import DVDs in full pin-sharp RGB quality. We recommend trying to find the older disc + Memory Card dongle pack, rather than the more recent version which just gives you a disc (some user reports indicate that it might not be quite as reliable).

SONY OFFICIAL PS2 DVD REMOTE CONTROL

- **£19.99**
- **For more info:** www.shop.uk.playstation.com

Sony's official infrared DVD remote might not be the most exciting thing in the world, but it really enhances the experience of watching DVDs on your PS2. You'll need 2Mb free on an 8Mb Memory Card in order to use the software disc that comes with it (and we recommend you do).

GT FORCE WHEEL

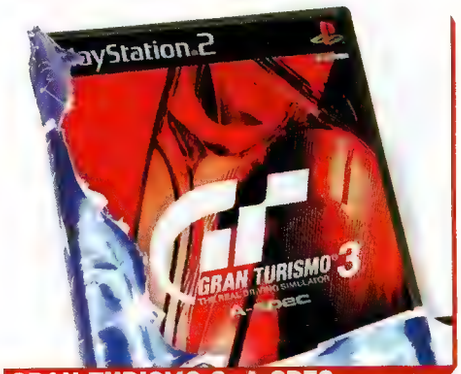
- **£79.99**
- **For more info:** www.logitech.com

The official *GT3* wheel ain't cheap, but it provides an unrivalled driving sensation – the force feedback giving you precise control when you need it. It's the perfect partner for Sony's premiere racer, but also takes ***Burnout*** and ***World Rally Championship*** to another level.

	WEBSITE	PRICE FOR PS2	STANDARD UK DELIVERY CHARGE	SPECIAL ON-LINE DEALS
GAMEPLAY	www.gameplay.co.uk	£199.99	Free	■ £219.99 - PS2 + Moto GP + Extra pad ■ £219.99 - PS2 + Ridge Racer 5 + Extra pad ■ £249.99 - PS2 + Disney's Dinosaur + 8Mb Memory Card + Gamester pad ■ £249.99 - PS2 + Quack Attack + 8Mb Memory Card + Gamester pad ■ £264.99 - PS2 + Operation Winback + 8Mb Memory Card + Gamester pad ■ £269.99 - PS2 + Resident Evil Code: Veronica X + 8Mb Memory Card + Gamester pad ■ £334.99 - PS2 + GT3 + 8Mb Memory Card + Extra pad + Logitech Wheel ■ £344.99 - PS2 + Formula One 2001 + 8Mb Memory Card + Extra pad + Ferrari Force GT Wheel ■ £449.99 - The Budget Ultimate Pack (PS2 + Ultimate SCART Lead + DVD remote + Videologic Digitheatre + Optic Fibre cable) ■ £599.99 - The Ultimate Pack (PS2 + Ultimate SCART Lead + DVD remote + Digitheatre DTS + Optic Fibre cable)
PC WORLD	www.pcworld.co.uk	£199.00	£3.25	■ £239.99 - PS2 + This is Football 2002 + Formula One 2001 ■ £299.99 - PS2 + GT3 + Formula One 2001 + SSX + Dual Impact 2 pad

TOP 10 MUST-HAVE GAMES

In no particular order – because they're all brilliant – we present the games you need to beg everyone to buy you for Christmas. Yes, they're a *little* pricey, but hell, get your rellies to club together – you'll be happy with just one of these.



GRAN TURISMO 3: A SPEC

- From Sony
- PSM2# 10
- 93%
- £39.99
- 1-2 Players

Chances are, you've already got this. It's the reason loads of people we know got into PS2 (especially when combined with the hardware price drop). There must be *someone* out there who hasn't got involved with it yet, though – we urge you to kindly do so. It'll show everyone what your console can do, while giving you the drive of your life. We guarantee you'll be locked into Gran Turismo mode for months to come.

TONY HAWK'S PRO SKATER 3

- From Activision
- PSM2# 17
- 96%
- £39.99
- 1-2 Players

So solid, so smooth, so *big*. You don't need to be part of the skateboarding scene to enjoy a blast on *Tony Hawk's*. But that's always been the way. On PS2 though, new features – including reverts, flatland moves and lip tricks – combined with exhaustive enhancements in the level design, Create-A-Skater mode and on-line play with a USB Ethernet Adapter mean that this is the best version yet. You'll flip for the unlockable extras too...

GRAND THEFT AUTO 3

- From Take Two Interactive
- PSM2# 16
- 92%
- £39.99
- 1 Player

The sickest puppy in the PS2 pet shop, *GTA3* is a game without rules, a game that says: "You are the bastard, go spoil stuff..." It's the most violent game on the shelves, dropping you in a city of cops, crims and civilians and going out of its way to help you build an illicit reputation. All-out nutter or career criminal – it's up to you how you play it. Nick fast cars, blow things up, blow *people* up, do a bit of mugging *just for kicks*. It ain't for Christmas Day...

BURNOUT

- From Acclaim
- PSM2# 15
- 88%
- £39.99
- 1-2 Player

So fast it should carry a Government Health Warning, *Burnout*'s a racer that doesn't fanny about with car-tweaking options or cinematic cut-scenes. Instead, it clamps you behind the wheel of a grunty sports car and streams tarmac and traffic straight into your fear glands. Drive dangerously and you'll be rewarded by even more speed. Crash and you get an instant breathtaking replay. It's simple and as subtle as a bus. But sometimes that's just what you need.

SSX TRICKY

- From EA
- PSM2# 16
- 95%
- £44.99
- 1-2 Players

Better than the original? By God's sweet light, y-y-y-es. It's *still* the most exhilarating game on PS2, but now with new characters, combos, tricks and new tracks – and any weaker features from the first game now tuned to near-perfection. This is a game which tempts you with a mass of short-cuts, hidden rails and secret jumps, then batters your senses with sublime powder effects and striking lighting and camerawork. It's why you got into PS2...

PRO EVOLUTION SOCCER

- From Konami
- PSM2# 16
- 95%
- £39.99
- 1-8 Players

The finest multi-player experience on PlayStation 2? Stroll past our office during a lunchtime and you'll hear the proof. No other game comes close to capturing the emotion of the real thing – you'll be swearing with intense passion that *that* wasn't a foul – straight into your mates' red faces. It looks sharp as well – each player instantly recognisable and animated to precision. In short, you'll fool everyone into thinking they're watching a real match.

DEVIL MAY CRY

- From Capcom
- PSM2# 15
- 90%
- £39.99
- 1 Player

It's not the longest game you'll play – but part of the problem is that you'll be so hooked, you won't sleep until you finish it. It's just you, an island and an endless current of spooks throwing themselves at your weapons of death. The way Dante dishes out rapid-fire, twin-pistol justice to purveyors of fine evil is incomparably exhilarating – *Resident Evil* will never seem the same again. And it's got the best music soundtrack on PS2.

HALF-LIFE

- From Vivendi
- PSM2# 16
- 90%
- £39.99
- 1-2 Players

If you've already played this on PC, you won't find much to tempt you to re-invest your time. If you haven't played the PC version, this is where you find out where so many recent first-person shooters half-inched their ideas. It's got its small problems – the way it highlights enemies and items with a stupid box – and some irritating framerate issues, but the way the game's structure and plot combine is mesmerising.

SILENT HILL 2

- From Konami
- PSM2# 15
- 88%
- £39.99
- 1 Player

Like *GTA3*, this isn't a game for the family to appreciate on a turkey flatulence-fuelled Christmas afternoon. This is one to play in secret, late at night, when everyone's out of your face. It's not that it's frightening – it *is* disturbing, but you just won't want to miss a single breath of the plot. Konami have blended puzzle elements, an at-times infuriating combat system and some awesome visual set-pieces, to create the most compelling adventure of the year.

MTV MUSIC GENERATOR 2

- From Codemasters
- PSM2# 10
- 90%
- £34.99
- 1 Player

It's not a game. It's a corridor to creating some shockingly professional sounding tunes using your PS2 and DualShock 2. Over 10,000 music samples are stored on the disc – and with the aid of the add-on sampling device, you can introduce your own. It's up to you to click and drag them into the grid Codemasters give you, and build your chart-cracking rhythms. It's by-the-numbers simple, but deeper than anything else on PS2.

FOUR MUST-AVOID GAMES

Don't be fooled by the box cover game. You whose family knows you're a little mad, but, Christ knows, we put up with you. There are people out there who'll take advantage of you, though. See that sure man behind the counter in the x-a-e-a-g-a-m-e-s shop? The one with the ponytail? Yes, he's a bastard and he wants your money. He knows your grandmum got a PlayStation 2 and he's run out of PSM2's Top 10 Must-Have Games. He'll probably try and sell you one of these instead. Look at these covers and remember what we told you, old women...

FIFA 2002

Now it's not a terrible game. But it's just not as good as *Pro Evolution Soccer*. If that's sold out, get some watchers instead.

B.E.E.S. got that nice PR money pointing on the covers, didn't it? On the shelf.

Don't be fooled by the size of a photograph – the 'little ones' look rubbish in the game.

Yes, the words are big enough for even you to read, now. That doesn't mean it's good.

THE MUMMY RETURNS

Yes, it's that one Brendan Fraser and that one Rock, but it's as bloody awful and unthinkingly average.

Is Scott back – seven hours of him. It's a film, Scott!!!

Set in a Chinese city, it's got a pompous picture and everything.

Look at all those people. It must be wonderful. Sigh.

BATMAN VENGEANCE

This looks moody. And no-one's going to be disappointed when they first see it. But Christmas Day'll be spoiled by your three-sweaty-mouth-wet-the-seat playing it.

Look... some sublimage. This has to be an exciting game.

This looks like it could be just like playing a cartoon.

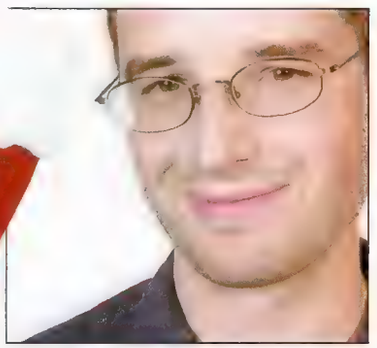
ARCTIC THUNDER

A shoot arcade blast that won't hurt your brain. But the lack of balanced play means that after a couple of races you'll be searching for a cookie sheet's sharpest.

Look, it's just James Bond! Never, Midway. E-x-p-l-o-s-i-o-n. Explosions. Not always a guarantee of a good shot, remember that.

JOEL'S CHRISTMAS PRESENTS

Do you miss Noel Edmonds making the entire family weep with his generosity on Christmas morning? Well, for one issue only, Joel pays homage to the tidy-beard – and dishes out his unique crazy love to the people that need it most. The poor little orphans with no legs don't want a trip to Africa to feed some elephants, though. They want to enrich their lives with the best digitainment going, cheers very much.



THE ANIMAL DRIVING MAN

Marcus

Please sir, can I have:

- BURNOUT
- WORLD RALLY CHAMPIONSHIP
- GT FORCE WHEEL
- THE BLUE PLANET ON DVD

THE '80S SOCCER CASUAL

Duncan

Please sir, can I have:

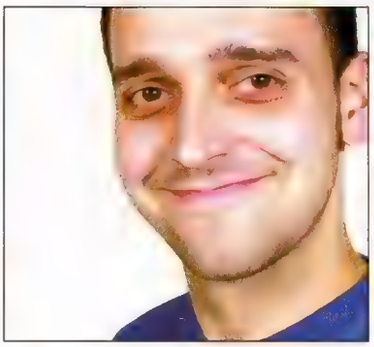
- PRO EVOLUTION SOCCER
- THREE EXTRA PADS AND A MULTITAP
- MTV MUSIC GENERATOR 2
- TONY HAWK'S PRO SKATER 3

THE ADRENALINE JUNKIE

Dan

Please sir, can I have:

- SSX TRICKY
- TONY HAWK'S PRO SKATER 3
- BURNOUT
- PRO EVOLUTION SOCCER



THE FIGHTING NUT

Milf

Please sir, can I have:

- CAPCOM VS SNK 2
- GUILTY GEAR X
- TWO EXTRA PADS (IN CASE ONE BREAKS)
- DEVIL MAY CRY

THE FANTASY FAN

Jonnie

Please sir, can I have:

- DEVIL MAY CRY
- GIANTS: CITIZEN KABUTO
- GRAND THEFT AUTO 3
- HALF-LIFE

RACE FULL THROTTLE AROUND 17 OFFICIAL MOTOCROSS TRACKS, 6 SUPERCROSS COURSES OR SIMPLY BUST TRICKS EVEN THE PROS WOULDN'T TRY IN THE 6 FANTASY FREESTYLE ARENAS. BATTLE AT BREAKNECK SPEEDS AGAINST THE BEST PRO RIDERS IN THE WORLD.

IF CLENCHED TEETH & BIG AIR ARE YOUR THING, THEN MXrider IS YOUR GAME.

"MX Rider has the detail, the ideas and the perfect controls to be regarded as one of the best racers on the PS2"

9/10 PS2

November 2001

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PlayStation.2

MXrider-game.com

ATTACK

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

トクセンジョウホウ

プロヒント

RUDDY-CHEEKED CHILDREN SLEDGING THROUGH THE STREETS? BAH. HUMBUG.

JOEL

Christmas. A time of joy. A time of loving. A time when PSM2 fires up its briar pipe, relaxes in a leather armchair and bolts its door firmly closed. It's the season to be jolly – and for any modern-thinking person, that means ignoring your immediate family in favour of a sleek lump of black plastic.

After all, what's scarier – your whisky-bloated uncle miming The Spy Who Loved Me, or the creeping madness of *Silent Hill 2*? What's more generous – a box of Turkish Delight from your nan, or two gleaming *SSX Tricky* snowboards from PSM2? Finally, what's more satisfying – burping and drooling your way through the Queen's speech, or tanking your dad 6-0 at *Pro Evo*?

Through it all, PSM2's there to help. We'll hold your hand like a benevolent flying snowman, guiding you through those tricky bits without even trilling into song or doing comedy fruity nose-swaps. Mr T's there like a surly – but equally bearded – Santa, dispensing lumps of coal and nuggets of cheating gold in equal measure. And, of course, there's our guest-tipster – this time hailing from Liberty City, drowning out those pesky carol-singers with his shrill screaming. So prop this very mag up against your plum duff-swollen stomach, rinse the turkey-juice off that joypad and get into the festive spirit like the hardcore gamer you are.

NEED HELP?

Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

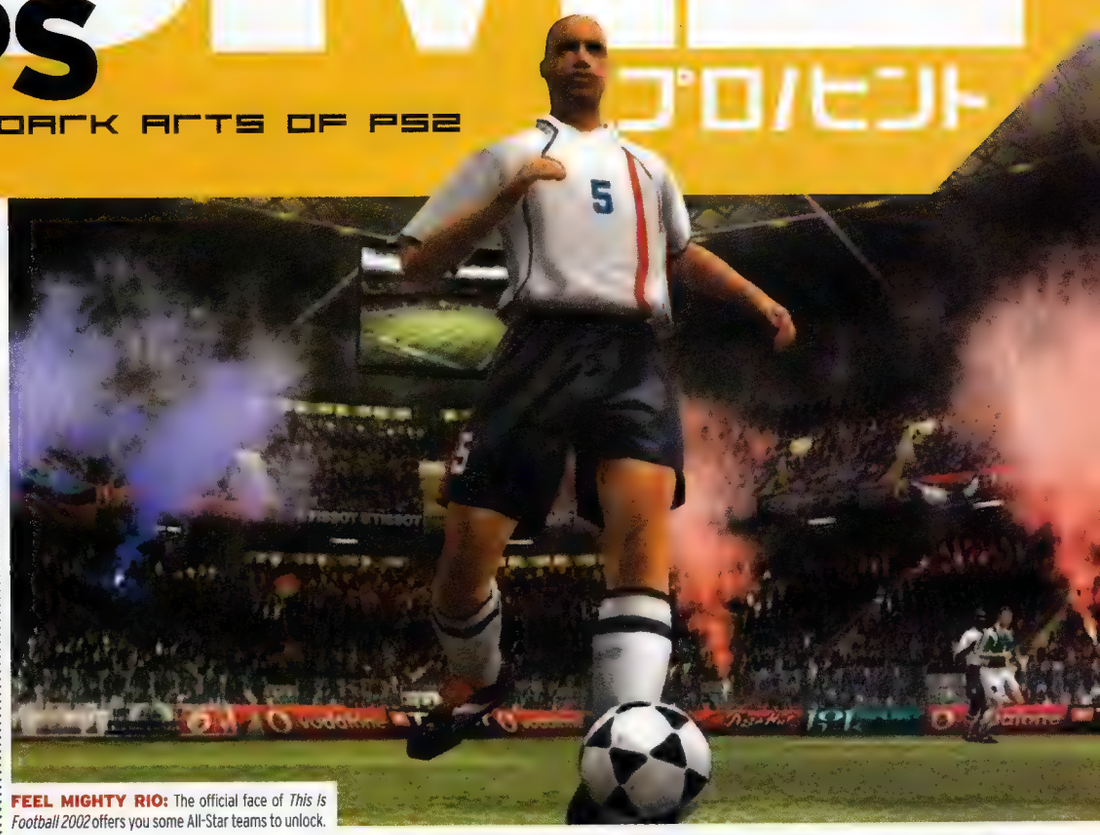
Jolly? If we were any happier, we'd have to change our name to Roger. **PSM2**

PSM2 PRO TIPS ARE POWERED BY ARE V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?



FEEL MIGHTY RIO: The official face of *This Is Football 2002* offers you some All-Star teams to unlock.

›the pick of what's new トクセンジョウホウ

HOT TIPS

Bought an absolute pudding? Improve that bitter taste with a liberal spattering of tip-brandy.

THIS IS FOOTBALL 2002

Rio Ferdinand's vengeful-looking face not enough to sustain your interest in *Pro Evo*'s B-team contender? There's also a treat from *The Getaway* team hidden in here.

Africa All-stars Team
Win the Africa Cup.

America All-stars Team
Win the America Cup.

Asia All-stars Team
Win the Asia Cup.

German League All-Stars Team
Win the German League.

Leicester Square Pitch
Win the European Cup.

Credit FMV Sequence
Win the Timewarp Cup.

DEVIL MAY CRY

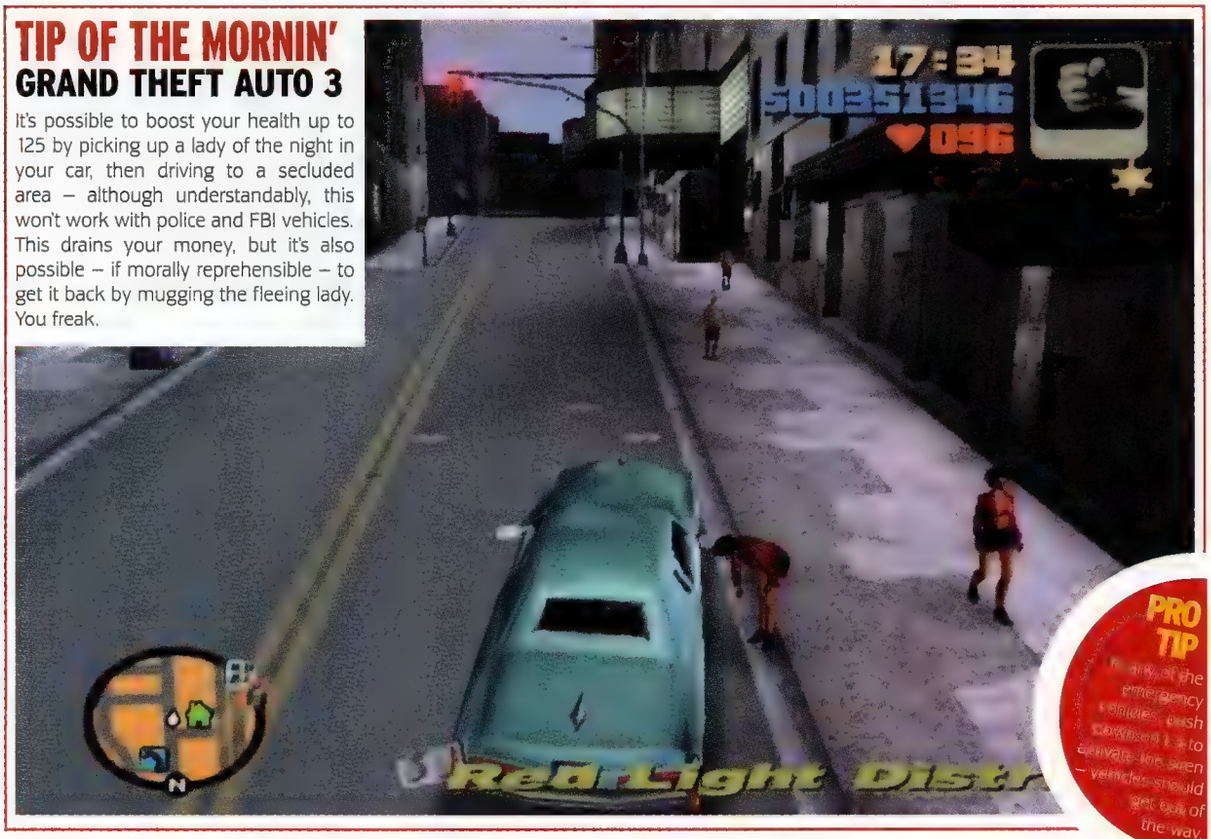
But then again, he might not.

Unlock All-Star Group Photo
To unlock All-Star Group Photo you need to get S Rank on every single mission.

Unlock Legendary Dark Night Mode
Beat Hard Mode to unlock the solid Legendary Dark Night Mode.

TIP OF THE MORNIN'
GRAND THEFT AUTO 3

It's possible to boost your health up to 125 by picking up a lady of the night in your car, then driving to a secluded area – although understandably, this won't work with police and FBI vehicles. This drains your money, but it's also possible – if morally reprehensible – to get it back by mugging the fleeing lady. You freak.



PRO TIP
Nearly all the emergency vehicles crash [illegible] to activate the siren – vehicles should get out of the way.

AMBULANCE CHASER: Masquerade as a paramedic to get yourself some handy health packs.

Unlock Dante Must Die Mode
Beat Legendary Dark Night Mode to unlock Dante Must Die Mode.

Unlock Super Dante
Beat Dante Must Die Mode to unlock Super Dante. With this, you can transform into a devil and use magic indefinitely.

GRAND THEFT AUTO 3
As you'll have noticed, it's possible to earn extra cash by nicking public vehicles – but that's not all they're good for.

Taxi Missions
Complete 100 of these successfully, and the Borgnine taxi – based on the tubby cabby from Escape From New York – will be unlocked.

Ambulance Missions
In the ambulance, you have to be careful about bumping your passenger about too much, in case they die. Save 50 patients, and a health pack appears at your hideout. Save 100 for an adrenaline pill.

Fire Missions
In the fire engine, you can use the hose by pressing ◎. Put out 30 fires in each district – that's 90 in total – and you'll unlock the flame-thrower at your hideout.

GEAR WE GO: Characters not crazy enough for you? Unlock a couple more of the freaks.

Fancy a quick preview of *State of Emergency*?

Pedestrians Fight Each Other
↓,↑,←,↑,⊗,R1,R2,L2,L1

Pedestrians All Hate You
↓,↑,←,↑,⊗,R1,R2,L1,L2

GUILTY GEAR X
Play as Dizzy! But, regrettably, not the egg-like hero of several classic Spectrum games.

Play as Dizzy
To unlock Dizzy in all modes, reach survival level 30 in Survival mode and defeat her.

Play as Testament
To unlock Testament in all modes, complete arcade mode or reach survival level 20 in survival mode and defeat him.

Alternatively, if you can't be bothered with all that, press ↓,→,→,↑,START at the 'Press Start' screen, to unlock Testament and Dizzy in all game modes.

SSX TRICKY SPOILER DO NOT READ

GUEST TIP

MR T PITIES YOU

Mr T announced his retirement last month – but he's come back for one last job... as you do. Pay attention, now...

"Listen carefully, fools. I've done a lot of crazy stuff in my time. I've endorsed pogs, Chia pets and Shrinky-Dinks, and the less said about my hit single *Treat Yo Momma Right*, the better. But now I'm gonna make it right. Bless those confused super-suckas at PSM2 – they want you to have access to this cheat, but they know you shouldn't use it. So *I'm* telling you now – hold down all the shoulder buttons on the Start screen of *SSX Tricky*, then press ⊗ 12 times. Let go of the shoulder buttons, and you'll hear a noise that means you've unlocked everything in the game. But by God, if I find you, I'll juice you."

LISTEN, UP: How in the name of maximum security am I supposed to defeat an army with melons? Ooh, milk.

SAVE THE LAST DANTE: Breeze through the game again as a super-hard hero.

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

Remember, you *have* to enter the M code first, or the others won't work.

DEVIL MAY CRY (THE DEMO) (M)
EC84E3B4
1456E60A

Health
4CD98F4A
1456E4FD

Demon Trigger
4CD990DA
1456E67D

Vital Stars
4CFC37FE
1456E7A8

Red Orbs
0CFC37B4
1426E7A6
4CFC37B4
1456692C

Open Attacks
4CFC37A7
145630A5

Mega Demon Mode
0CF94726
1456AC0C
1C8665A8
1456E7A5
0CF94726
1456B20C
1C8665A8
10591E9D

DAVE MIRRA FREESTYLE BMX 2 (M)
EC88A74C
1456E60A

All Levels Open :
1CB8FFD4
1456E7A6
1CB8FF18
1456E7A6
1CB8FEA0
1456E7A6
1CB8FEE4
1456E7A6
1CB80128
1456E7A6
1CB8016C
1456E7A6
1CB801B0
1456E7A6

WORLD CHAMPIONSHIP SNOOKER 2002 (M)
EC878480
1456E60A

Comp Player – Ghost
4CB02600
1456D7A6
4CB028F8
1456D7A6

PRO TIPS

"TEST AN EXPERT"

TEST A TERRIFIED PEDESTRIAN

Donald Lazlo is a resident of Liberty city. He is terrified.

COP A LOAD: It's fast and it's got whining sirens, but the cop car's a little conspicuous.

RED FACTION

Dear PSM2,

Just in case you didn't know (you haven't yet mentioned it in your otherwise brilliant magazine), you can get the sniper rifle in *Red Faction* much earlier than you thought. After the fight against the first robot sentry, go down the broken lift. Wait until the lift begins to break then hop on the ladder and ascend until you can see a little hole with a plant sticking out. Go through the hole (you might need to use a remote mine to widen it) and ta-daa! The sniper rifle. Phew...

Ed Shaw

Via e-mail

Thanks, Ed. *Golly, it sure is a lovely day for a stroll. The sun makes the Red Light district positively radiant. I'm glad to be alive. Hang on a minute ... was that a car backfiring?*

EXTERMINATION

Dear PSM2,

Extermination – second hovercraft monster – killing it – how? Please. Oh, and I re-read your horror gaming feature, and having played them all (except *Devil May Cry*) I have to say *Extermination* is the best. So there.

Michael Hunter

Via e-mail

Hmm... We're assuming you mean your Ho-213 doppelgänger – the one that arrives after you kill the Origin. Climb onto the crate to dodge the hydras and fire one Ultimate Missile directly at the deck to hurt your doppelgänger and kill the Hydras at the same time. Now drop back down and hide behind the crates to dodge the gunfire. At intervals step out to fire some Grenade Rounds or an Ultimate Missile at the boss. Don't stay hidden for long, as you'll be targeted by missiles. *Gaaah! He's got a gun! Everyone get down! No ... not near that overturned car! Gaaah!*

OPERATION WINBACK

Dear PSM2,

Perhaps you can save my sanity by providing a solution to my problem with *Operation Winback*. I'm on level 30 and unable to destroy, pass or avoid the machine gunner placed just after a small footbridge. I have no rocket-launcher to destroy him from afar and to restart the game from an earlier level just to save some would take too long. Please help – I need it

Richard Shaw

Via e-mail

No rocket-launcher, eh? Then you'll have to, quite literally, bite the bullet, and get hit by the gun at least once when Jean-Luc crosses the small bridge. Then run over to the right-side where a small metal box provides cover for you to level your sights on an explosive barrel behind the gun-nest. *Oh, thank goodness, the paramedics are here to tend the wounded – no, watch out for that lamppost! Oh, the humanity!*

GRAND THEFT AUTO 3

Dear PSM2,

How do you blow up the boat with Eight Ball, because every time I try it he runs in and gets shot? Please help me.

Adam Simpson

Via e-mail

You should have the sniper rifle for this mission. After you drop the hapless Eight Ball off, scout around – there should be a building with rooftop access. Get up onto the roof, then zoom in with the rifle and check out the L-shaped route Eight Ball's going to be taking. He'll run in as soon as you shoot, so you need to take out every guard, *in order*, with ruthless precision. *Aah! Stop kicking that man! It's all over, pal, that police chopper'll ... hang on, where did that rocket-launcher come from? Right, I'm moving to ma sister's in Raccoon City. I hear it's real quiet there this time of year.*

LEARNING TO SCOPE: There's plenty of time to pick off terrorists in *Operation Winback*.

LICENSE TO BE ILL: You'll have to deal with those nasty infections to survive *Extermination*.

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

WWF SMACKDOWN! JUST BRING IT: Press ↘+⊗ together to perform a stomach kick – the perfect setup for most of the front-facing *Smackdown!* moves. This doesn't help much with moves like the Angle Slam, mind.

CAPCOM VS SNK 2: Learn to drum out Akuma's Instant Hell Murder (LP, LP, →, LK, HP) in a split-second. It's unblockable, you can start the movement in the air, and it takes off about half of your opponent's energy.

ICO: When you need to go it alone, try to leave the princess in a place that you can get back to quickly. Also, if you've got the sword, it's usually worth standing and fighting against the shadow monsters.

SSX TRICKY: Unlike the last game, you can't tweak with impunity. When Run DMC enter the musical mix, only hit ⓡ while airborne if you've got loads of airtime... otherwise you'll crunch-land on your face.

TONY HAWK'S PRO SKATER 3: Don't forget that character stats can be juggled to suit the different levels – so, on a flatland course like Canada, for example, set your Manual Roll stats to the max.

AGENT UNDER FIRE: On the Fire and Water level, use the Q Remote on the computer terminals that are pulsating green, then on the crates to drop them for extra weaponry and bad-guy murdering.

TONY HAWK'S PRO SKATER 3: The balance meter's cumulative, so if you're off-balance as you grind an obstacle, you'll still be wobbling when you leave it – be ready to tap the pad in the opposite direction.

DELIVERING ATTITUDE TO YOUR HOME!

"Superb...Stunning...Amazing."
PlayStation 2 OFFICIAL MAGAZINE-UK

WWF SMACKDOWN! JUST BRING IT

www.thq-wwfgames.com

You wouldn't know attitude if it knocked down your door. Well you'd better get to know it and you'd better get to know it quick. 35 real life WWF Superstars with thousands of moves are going to Layeth the Smacketh down in over 78 match types and they're coming to your neighbourhood to kick your candy ass.

Only For PlayStation®2 Out November 2001

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PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog juice, then invite our mates round...

NEW LEAGUES

The dojo's getting an overhaul and we're looking for your top scores in Tony Hawk's Pro Skater 3, SSX Tricky, Gran Turismo 3: World Rally Championship and Ascent Under Fire.

WIN! ACTION REPLAY

Look. We know you're a modest lot, but we like to know who we're giving away our frankly marvellous Action Replay kit to. Send us a picture of yourself or you're not winning anything. Go on.

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the rather dashing outfit. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us genuine proof of your gaming genius, and we'll hail you from the roof tops. Send us a good enough video, and we'll stick it on the DVD.

Sorry? Appealing to your sense of honour and glory isn't enough for you? Right...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

Obviously, ninjas aren't too keen on revealing their faces - but as you'll have noticed, even Gamers Of The Month are subject to ridicule if they don't send photos in. And please, please *write your name on the back of it*, and put your scores on a copy of the entry form. There's nothing worse than having to piece together your scores from the six different scraps of paper held together with milk you've scrawled across. Some things even try the normally zen-like and unflappable challenge-ninja's patience. **PSM2**

HOW TO ENTER

You'll need to provide evidence of your achievements – see How To Prove It on pg104. Then just fill the coupon in, send it all off, and wait for the world to salute you as a gaming deity. This time, the closing date for entries is **Friday 21st December** – get those entries in.

SSX CHAMPIONS LEAGUE

TOP SCORES

Snowdream	**378,310**	**Mathew Bevan**
	364,000	Daniel Hurtley
	352,360	Marc McKeown
	348,700	Gavin Haywood
	345,535	Paul Woodall
Elysium Alps	**627,090**	**Mathew Bevan**
	608,200	Gavin Haywood
	570,560	Marc McKeown
	552,450	Tony Man
Merqury City	**515,500**	**Mathew Bevan**
	495,610	Paul Woodall
	486,975	Gavin Haywood
	446,040	Marc McKeown
	439,240	Ryan Smith
Mesablanca	**505,870**	**Mathew Bevan**
	380,081	M Dodsworth
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
Tokyo Megaplex	**464,690**	**Mathew Bevan**
	449,245	Gavin Haywood
	384,495	Paul Woodall
	364,755	Daniel Hurtley
	360,370	Marc McKeown
Pipedream	**661,420**	**Paul Fletcher**
	655,900	Mathew Bevan
	648,380	Paul Woodall
	637,531	Gavin Haywood
	636,450	Justin Hope

TOP TIMES

Snowdream	**1'48"15**	**Daniel Hurtley**
	1'52"22	David Mulholland
	1'56"23	Paul Woodall
	1'55"30	Iain Jackson
	1'57"48	David Barnard
Elysium Alps	**3'49"99**	**David Mulholland**
	3'55"14	Iain Jackson
	4'01"48	Daniel Hurtley
	4'07"47	Lu-Hai Liang
	4'08"35	Jack Pope
Merqury City	**2'40"62**	**David Mulholland**
	2'45"09	Paul Fletcher
	2'55"30	David Barnard
	2'55"93	Richard Hewat
	2'55"67	Paul Herold
Mesablanca	**2'16"09**	**David Mulholland**
	2'16"21	Daniel Hurtley
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
Tokyo Megaplex	**2'44"90**	**David Mulholland**
	2'46"14	David Hipperson
	3'09"53	Daniel Hurtley
	3'15"98	David Mulholland
	3'19"06	Paul Fletcher
Aloha Ice Jam	**1'33"29**	**Mike Williams**
	1'38"70	David Mulholland
	1'48"22	Lu-Hai Liang
	1'52"27	Daniel Hurtley

CRAZY TAXI

ARCADE MODE

$49,445.00	**Paul Fletcher**
$31,138.66	Sigbjorn Henning
$23,321.17	Aaron Conway
$20,212.32	Ed Dawson
$19,100.92	Jon Dudley

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

400 Wins Paul and Jack-2	**Sung Jun Han**
370 Wins Law and Paul	Dion Verhoef
90 Wins Jin and Julia	Dan Atherton
89 Wins Gun Jack and Jack-2	Frank Donham
65 Wins Law and Paul	Jamie Cory

TEKKEN BOWL

300 Points Jin and Gun Jack	**Amir Chaumoo**
300 Points Brian and Julia	Amanda Offord
300 Points Bryan and Yoshi	Aaron Conway
300 Points Law and Paul	Sung Jun Han
300 Points Jack-2 and P-Jack	Craig Evans

TIME ATTACK MODE

2'09"26 Jin and Paul	**Allain Baillie**
2'41"80 Jin and Julia	Dan Atherton
3'11"40 Law and Paul	Sung Jun Han
3'28"24 Jin and Jun	Matthew Brown
3'56"70 Paul and Heihachi	Darren Heron

DEAD OR ALIVE 2

SURVIVAL MODE

100 Wins	Daniel Drysdale
47 Wins	Stephen Rutter
43 Wins	James Cosgrove
31 Wins	David Johnson
28 Wins	Uche Okike

TIME ATTACK MODE

1'17"2	David R Holt
1'25"97	David Peacock
1'27"94	Alan Conell
1'59"74	Grant Jones
3'42"64	Stephen Rutter

MOTO GP

JAPANESE GP SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP PEREZ

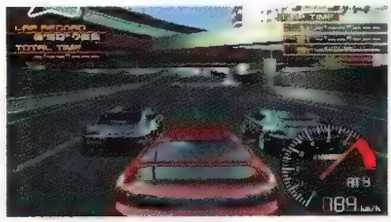
1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

BRITISH GP DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson



RIDGE RACER 5

PARKTOWN

0'47"159	Roger Wilkinson
0'49"675	Kevin Peacock
0'54"599	Nick Reader
0'57"290	Matt Kerrigan
0'59"231	Doug Bradbury

OUTER PASS

1'04"244	Roger Wilkinson
1'12"526	Nick Reader
1'13"333	Matt Kerrigan
1'15"390	Ed Dawson
1'17"980	Doug Bradbury

ABOVE THE CITY

1'12"615	Roger Wilkinson
1'18"510	Kevin Peacock
1'22"673	Nick Reader
1'23"345	Matt Kerrigan
1'25"235	Ed Dawson

BAYSIDE LINE

1'50"756	Roger Wilkinson
1'54"860	Kevin Peacock
2'04"520	Nick Reader
2'07"900	Matt Kerrigan
2'10"656	Ed Dawson

99 LAP RACE

1h 35mins	Pete Stevens
1h 37mins	Nick Reader
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend

TIMESPLITTERS

STORY MODE

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58"7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston

KUNG-FU GRIP OF THE MONTH

#05 THE CAPCOM SLAP

If you've any fondness for the SNES, you've probably reprogrammed the buttons to reflect the classic *Street Fighter 2*. Silly. For moves like Sakura's Cherry Blossom and Evil Ryu's Instant Kill, you'll want the following set-up:

TRAINING TIP OF THE MONTH #07 CRIMINAL RECORDS

Outpace *Grand Theft Auto 3*'s doughnut-chugging cops like Maurice Green in new shoes.

STEP 1:
On foot? The easiest way to lose them is using the jump button. Slug it out if you like, but if they score a knockdown, you're busted.

STEP 2:
If you've made enough distance to hitch a car, hold down ⊗ as soon as you're in, smashing any nearby cops.

STEP 3:
Shooting it out? Pick a position where the suicidal squad cars can't slam into you. Ideally, find somewhere traffic can't get at all.

STEP 4:
When the choppers turn up, use the dust cloud to work out roughly where they are, then aim up for one swift shot with the bazooka. We'll tell you where the tank is next time.

›PLACES FOR FACES シつおノ

IN THE DOJO

ANDREW BISSELL
Anyone to top the notoriously competitive Pipedream leaderboard deserves some credit. Have some credit, Andrew.

KEVIN PEACOCK
A nifty time on *SSX*, and a strategically placed PSM2 poster in the background – Paul clearly knows how to impress us.

DION VERHOEF
'Hours of play without going to the bathroom' wins Dion an Action Replay cartridge. And his girlfriend sounds lovely.

DANIEL DRYSDALE
Apparently, young Daniel's photo was taken at 7am in the morning – probably after a marathon *DOA2* survival session.

MIKE WILLIAMS
King of the Hawaiian 'boarders, Mike beats David Mulholland by the cunning technicality of sending in a photo. D'oh!

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

SPECIAL CHALLENGE

METAL GEAR SOLID 2

As the dust settles, a gaming veteran emerges victorious. He's only young, mind.

It takes class to be a champion. And there's nothing classier than recovering from seventh place to snatch victory at the final moment. Congratulations, then, to Dean Pereira, whose latest run made us applaud in admiration. Dean, the first PAL UK copy of *MGS2* is yours. Deniz Nazif and Paul Fletcher – your copies of the signed *MGS1* boxed set are on their way.

A FRIENDLY REMINDER

To those who didn't win – better luck next time, but we timed all the top runs, and yours simply weren't good enough. Apologies if vagaries in the timing meant you thought you'd gone faster than you did, but we weren't expecting Konami to shut the ranking board when they did.

THE WINNER

Dean Pereira – we salute you.

DOJO GRADUATES

Fancy avenging your family and your temple? Send a stern message via the PSM2 dojo.

FIRST DAN

David Mulholland
I truly am the *SSX* racing King.

Madeleine Langford
Now I know that there's a competition, I'll start practising.

Lu-Hai Liang
The Art of no Art. No limitation is a limitation. Be shapeless and formless like water.

Paul Fletcher
Buy this mag! It's too good for words!

Ryan Tucker
Can you please ask my brother to turn up for work more often than he does? That'd be a great help.

Daniel Hurtley
My fingers are not just a part of me, they are part of the controller.

Roger Wilkinson
Can anyone touch my *Ridge* times? What's wrong with everyone? *RR5* was a launch game, too!

SECOND DAN

Andrew Bissell
If anyone beats this I'll be surprised. Then I'll strike back with speed and force!

Aaron Conway.
If only I had the other games, David Allen wouldn't even look mediocre. "Our purpose in life is not to die, it is simply to live." – Howard Marks.

Darren Long
(Didn't send us a message, despite putting in a sterling effort - PSM2)

Michael Williams
Thanks for the challenge, PSM2 - any chance of doing a challenge for *ESPN Track and Field*? *(Maybe if you'd actually sent us some scores for it - PSM2)*

THIRD DAN

Ben Smith
I may have achieved only one thing in life – but, boy, this must earn my place in heaven.

Deniz Nasif
Peace. Love. Respect. 'Nuff said.

John Norman
Veni, Vidi, Vici.

Paula Gamble
Sniff, sniff – What's that I smell? Ah yes, the sweet smell of SKILL!

Iain Jackson
Looks like I'm getting good at this!! By the way, can I have a job at PSM2, please? *(No. Sorry - PSM2)*

Mathew Bevan
Welcome to the real world.

Kevin Peacock
I am the daredevil of Ridge City. Can anyone beat me?

Jamie Cory
The games *Tekken*, *Soul Calibur* and *MGS* rock, and if you don't buy them then God help you.

Grant Jones
I'm the Solid Snake of gaming.

ENTER THE DOJO

To be a true gaming master, you've got to be able to face any challenge. Which is why we've concocted this array of tests – the PS2 equivalent of Daley Thompson's Decathlon. Together, they represent every type of game on the PS2 – fighting, driving, shooting things and leaping about. If you can manage at least three of them - or otherwise impress us with your high-scoring greatness – we'll add you to the graduates of our dojo. We'll also print a 20-word message of your choice. Why not announce that long-standing crush in the one place the object of your affections is *bound* to see it?

3 CHALLENGES – 1st DAN
5 CHALLENGES – 2nd DAN
7 CHALLENGES – 3rd DAN

THE RULES

To enter, just send us a completed entry form (see below). Please don't fancy cutting up your copy of PSM2... photocopies are fine.

The address to send those entries is PRO DOJO, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH, BA1 2BW. And remember, we want the highest quality a while before it comes out, so don't be dismayed if your score doesn't get printed a week after you send it in – it'll be in the next issue.

If you're allowed to use cheats, we've mentioned it after the challenge. Those foul play invites instant blowfish-venom tipped-blowdart retaliation. We know a doctored score when we see it.

Unfortunately, we can't return photos or videos.

Keep your messages as nutty as you like – everyone else has – but, don't make them abusive or threatening. That's bad.

HOW TO PROVE IT

Taking photos
The best bet's to turn off or cover up your camera's flash – it'll reflect off the screen – and draw the curtains. If you want to e-mail us a GIF/TIFF/EPS, whatever, that's fine – but we'll be able to tell if you've altered them. Play fair.

Taking videos
Is even simpler – just connect your PS2 up through the video, and get five seconds or so showing each screen. Easy.

ENTRY FORM

Dear PSM2,
I'd like to join your order of shadow warriors. I've got my own blowpipe and everything.

Name ..... Age .....
Address .....

I've got the following scores...

Game ..... Score .....

And I've also completed these challenges...

SSX ❑
Sky Odyssey ❑
Tekken Tag Tournament ❑
TimeSplitters ❑
Rayman Revolution ❑
Star Wars: Starfighter ❑
Dead Or Alive 2 ❑
Moto GP ❑
Z.O.E. ❑
Ridge Racer 5 ❑

And my message to the world is...

Force feedback. As real as it gets.

You're on the couch in your living room. You feel like you're hugging the rail at 200 miles/h. Burning rubber and shooting sparks. It's Driving Force™. The ultimate wheel for PlayStation®2 with force feedback. It doesn't just vibrate. It actually tightens with the G forces on every turn. Sure, other wheels do that. But they all come with race cars attached.

Driving Force™
for PlayStation®2

Logitech®

www.logitech.com/wheel

Call 01753 870 900 for further details or your nearest stockist.

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PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

SSX TRICKY

PART 1 HEY TRICKY, YOU'RE SO FINE

You've mastered the basics to the extent that they're all part of your thumbs' vocabulary. Time to take things up a level.

For *SSX* veterans, the advantage isn't as great as you'd think. Some tactics that've become second nature are now useless – like automatic tweaking or politeness. Other skills you'll need are entirely new. You'll only be on course for the second of PSM2's now-legendary *SSX* competitions (pg109) when you've mastered the lot. Time to limber up those frostbitten fingers again, then...

AIM OF THE GAME

As the tag suggests, this year's World Circuit's all about tricks. Since last season, the courses have had a refit, with new short-cuts to surprise even veteran players. Crucially, they also change in Showoff mode – you'll notice big yellow ramps and toothpaste-striped grind rails cropping up in unexpected places. For a start, we'll be concentrating on the two new courses – Garibaldi and Alaska.

TRICKY FINGERS

Polished those skills to a truly frightening degree already? Don't just sit there exuding smugness – we've got a competition specially designed for the likes of you. Even if tricks aren't your strong point, don't fret – speed-freaks have got a chance this time...

WHAT WE SAID...

PSM2 ISSUE #16 December 2001

"Like an estranged lover, *Tricky*'s returned slimmer, fitter and more alluring than ever. You might see the similarity, but you won't stop falling in love again."

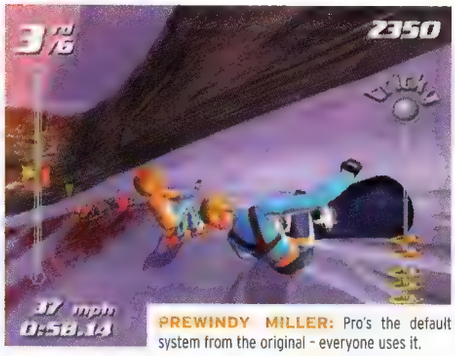
WHAT WE SAY NOW

We're not sleeping until we break that million on Alaska. We're so close we can smell it. Must break... million...

95

COMPLETE CONTROL

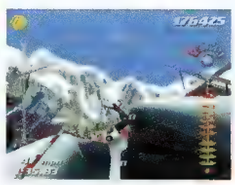
First up, change the control setup to Pro – that's using the left Analogue to prewind and steer. It's the most intuitive way to play, and it still leaves the D-pad for quick spins.



PREWINDY MILLER: Pro's the default system from the original - everyone uses it.

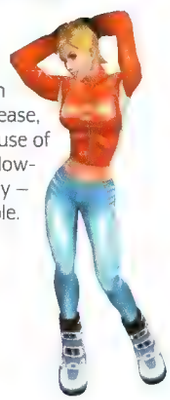
DON'T OVERDO IT

SSX Tricky's all about momentum and rhythm. Last time, a quick nudge of boost and a prewind was enough for a solid Frontside Misty. Now a mistimed jump can wreck your Adrenaline bar and ruin your chances for an Uber trick. Since it's possible to clear 120,000 points with a single decent trick, and a 1080° Experimental only nets you about 1,000, it's simply not worth trying to trick off every sloping surface. Get the bar full, take your time and concentrate on simply nailing the really big jumps. Having said that...



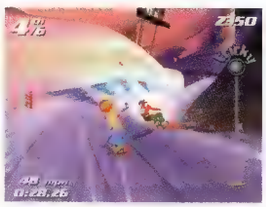
GET TRICKY

Fill up the TRICKY bar and the rest of the race is infinite boost joy. You can hit SELECT with impunity, perform Ubers with ease, and go flat out all the way. Because of this, it's worth getting some low-scoring, quick Uber tricks in early – Moby's Nac-Nac is a nifty example.



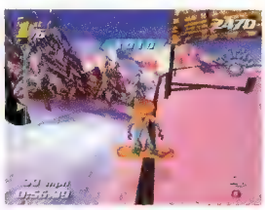
VIOLENCE

Last year, punching was the mark of thugs, cheats and nutters. Now it's an essential part of play, since doling out a slap fills up your Adrenaline bar for easy Ubers and lots of boosting. It's easiest near the start, when the riders are clumped together, and remember that you can swing in all directions around you. In two-player mode, ruining a friend's combo with a swift mauling's evil, but to be encouraged.



GRINDS

The grind physics have been improved, so it's now possible to cover vast distances by adjusting your balance with L3. If you can't coast onto a rail, the best bet's to leap at it with a horizontal spin – the idea's to land in a 50/50 slide, so adjust with → after you've landed if necessary. A hint of boost's usually enough to keep you stable, so don't go nuts – you'll stick to the rail like glue at normal speed, but ping off like a pinball on the corners if you're boosting.



SIGNS

As ever, the best route through the level invariably involves shattering glass with your face. As a good rule of thumb, red signs tend to lead to trick opportunities and blue signs provide time-conserving short-cuts.

SIGN OF THE CLIMES: Get to know what angle through the sign gives the quickest run.

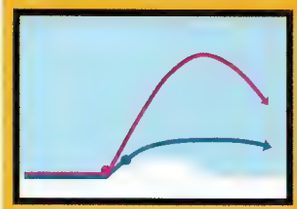
THE PHYSICS OF BIG AIR

Owning the slopes with Newtonian nonchalance.

Late takeoff point — Early takeoff point

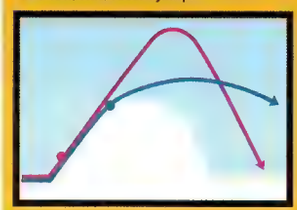
BUMPS

Scarcely noticeable on the track, but they've huge trick opportunities. Release a prewind at the moment before a slight bump nudges you up in the air, and you'll soar heavenwards.



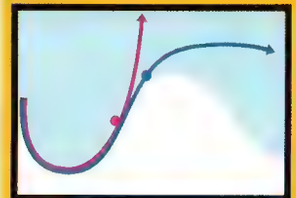
JUMPS

For maximum snowflake potential, careful take-off timing's essential. Jump early for maximum air, and late for a low, flat, racer's jump.



HALF-PIPES

Tweaked for maximum trick potential – jump late on a half-pipe, and you'll get scarcely believable air. It's usually best to prewind ↙ and ↘, as otherwise you run the risk of smacking the front of your board into the near-vertical wall. Alternatively, crest the lip before releasing ⊗ to leave the 'pipe.



GARIBALDI

Garibaldi's been designed as an exhilarating course for the *SSX* novice. Huge ramps, easy grinds and mounds of beautiful off-piste powder make it a less immediately frustrating experience than any of the other tracks. This is the ideal place to master Uber tricks.

KEY FOR ICONS

CABLE GRIND

■ Rather than following the pack off that enticing cliff at the start, veer right through the yellow signs, and glide onto the cable before the cliff. This cuts acres off your run, and it's so straight that you're unlikely to fall.

GRIND HOW YOU GO: You'll need to jump off this grind at speed to hit the cable.

OFF-PISTE

■ Veer right here, and you'll find yourself on a vast expanse of open snow. There's not a lot of point to it, because it's slow and doesn't offer much trick potential, but it's lovely to carve through. Watch out for the speedy ice tunnel on the left.

ONE OFF THE PISTE: You won't win any races by going this way, but it's very scenic.

THE RIVER

■ There's another stretch of powder on the left, but it's more scenic – and risky. You'll veer under a bridge, then there's a series of precarious jumps over a mountain stream, all rewarded with yellows and oranges.

BRIDGE MAGNET: See that grind off to the left there? Don't bother – it's pointless.

THE WHITE CLIFFS OF UBER

■ The final stretch is a series of jumps split up with cliffs. Go straight down the centre for the fastest run, although it's possible to angle slightly left or right for a grind on top of the cliffs and a tasty red bonus.

CLIFF RICHARD: Going down the centre's the best racing line, but hopeless in Showoff.

ALASKA

This year's ultimate challenge. It's packed with ice, awkward cliffs and vicious turns. A single slip can ruin an elaborate grind, and you'll certainly hear the sound of grinding molars before you get a gold. But eventually, you'll be clearing 700,000 with ease.

RED SIGNS

■ Two of these off to the sides at the start – they're only really worth smashing in Race mode. In Showoff, hit the long grind for a couple of yellows and a full TRICKY bar, then get some cheeky Ubers in off the banks.

SHATTER UP: You can still leap into a grind from here, but it's obscenely difficult.

LEAP OF FAITH

■ It's easy to score one set of points here, but getting both's crucial – and it helps with the moguls. Brake to a near-halt on the approach, then boost, veer slightly right as you hit the ramp and you'll nail the orange *then* land on the right hand rail for an easy red.

FLAKED ALASKA: It's even possible to grind the sign - difficult to line up, mind.

TRIPLE TUNNEL

■ Slow down and steer hard left on the approach to the Seeiah sign, then boost up the incline. If you're dead-centre at top speed on the raised section, you'll make the red snowflake and short-cut tunnel – otherwise, swing left for an *SSX* sign and a roller coaster of a grind.

LESS THAN FLAKE: It's hardly worth going for the yellow or orange.

HALF-PIPE

■ Incredibly easy Uber opportunities here – if you haven't already filled up TRICKY, this is your last chance. Ideally, you should reach this section with a minute to spare. Jump late on the wall of death bit to soar into the red with the spinniest jump possible. After this, you've got loads of straightforward reds to build up your points with.

PIPE SMOKIN': If you've got loads of time, head vertically up the end section for another go.

FINAL RED SNOWFLAKE

■ No red paint on this one, which makes the timing tricky. Jump early, and you'll miss the red. Leave your take-off for the last minute for a flatter jump – you'll still get enough air for two Uber tricks, and land on the raised section of track for a final orange grind.

OUT OF YOUR GRIND: Pull one last Uber trick off the end to hit the final orange.

THE OFFICIAL SSX TRICKY COMPETITION!

"THINK YOU'RE GOOD AT TRICKY?"

WIN! TWO SSX TRICKY SNOWBOARDS!

Are you the chairman of the board? Prove it by testing your slope-dodging prowess against the rest of the country.

Think you're good at *SSX Tricky*? Really? Hmm. Well, in the sequel to PSM2's most hotly-contested challenge ever – and this time it's official – we've got *two* highly exclusive snowboards to win. Make no mistake – for most, the challenge'll end with the shocking realisation that you're not *quite* as good as you thought. But for two worthy champions, there's a symbol of your gaming genius on offer – a gleaming snowboard from EA Big with *SSX Tricky* etched across it. How to bag one? Glad you asked...

CHALLENGE 1: SPEED

One board's going to the quickest run down the brutally icy Alaska course. Don't forget the chapstick.

CHALLENGE 2: TRICKS

The other board goes to the highest scorer on the legendary Pipedream 2 course. We're expecting nothing short of scores in the millions this year.

HOW TO ENTER

Write your time/score, plus your full name and address on the form below, bundle it up with your video proof and send it to us at:

THE OFFICIAL SSX TRICKY COMPO,
PSM2 Magazine,
Future Publishing,
30 Monmouth Street, Bath BA1 2BW.

THE RULES

1) To negate claims of Action Replay-based cheating, we need a video of your entire run – from the first shove out of the gates to the triumphant swerve over the finish line. A photo of the high-score table's not eligible.
2) You can use any character – ideally on full stats – and any of their unlockable boards. That includes the Uber boards, but not any 'cheat' ones like the Menora.
3) You can enter both categories if you fancy a matching pair of snowboards – just make it clear on the entry form.
4) You can send us as many entries as you like – if you improve on your score, get the new one in the post.
5) The closing date is March 20th, 2002. Stick it in your diary.
6) No correspondence will be entered into (please don't keep calling us to check the scores – we won't tell you).
7) The Editor's decision is final.

I'M TRICKY, TRICKY, TRRRRICKY!

I'll take those snowboards off your hands, thanks. Now stare in superstitious awe at my silky *SSX* skills.

Name: _____ Age: _____

Address: _____

_____

Telephone: _____

My awe-inspiring score on the Pipedream 2 course is... _____

And my lightning-quick time down Alaska is... _____

I agree to follow the competition rules and understand that the Editor's decision is final.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

SILENT HILL 2

PART 2 FEAR NOTHING

Pale, twitchy and a wee bit soggy – you're half-way through PSM2's murderous walk-through. Dab your brow and prepare for the final steps to hell...

AIM OF THE GAME

Last issue, we dragged you kicking and screaming through *Silent Hill 2*'s – relatively simple – first chapter. Now the going gets tough. If everything's gone to plan, you'll be emerging from the Dark World Hospital, itching for clues and directions. Fear not, as PSM2 digs out its smiley-faced tips compass, busting the brain-fracturing puzzles standing between you and the game's utterly chilling conclusion.

END OF THE ROAD

There are four possible endings – 'Leave', 'Maria', 'In Water' and 'Rebirth' – plus one joke conclusion, 'Dog'. Some endings can only be activated by completing the game two or three times – encouraging repeat play. Bad news: this takes time. Good news: you get a chainsaw. Once you've seen the game's default – cruelly ambiguous – ending, you'll be itching to play again.

WHAT WE SAID...

PSM2 ISSUE #15 NOV 2001

"It isn't for everyone. It's slow, flawed and ambiguous. But we were terrified. A masterpiece of storytelling, if you can accept the short duration and swallow the bleak veneer. The most powerful experience on PS2. Unsettling."

WHAT WE SAY NOW

Second time through with the chainsaw was a blast, but you'll have to be patient if you want all the revealing endings

88

CUBE PUZZLE

LOCATION: Maze, cube room
PUZZLE LEVEL: Normal
OBJECTS NEEDED: None
HINT: Easy – when you know what you're doing. Suffice to say, the cube relates to the adjacent room. Think about it...

ANSWER:

Stumped? Pah. Rotate the cube from the starting point, to the position shown below. Takes about three or four twists. The room rotates in synchrony, leaving the doors wide open.

KNIFE ON THE EDGE: Pyramid Head's blade can be found in the Maze torture room.

PUZZLE SOLVING

KEY TIPS

COCKROACH ROOM

In the Historical Society's underground storage area, there's a small room where your torch fails and the chamber fills with cockroaches. Use the spare torch battery and *don't* waste ammo trying to shoot the 'roaches – they'll only re-generate. Head for the small keypad on the right-hand side of the door. Don't panic – you haven't missed the solution – the pad is randomly activated. Keep tapping the three (sometimes two) worn out buttons in sequences such as ABC, ACB, BAC etc. until the door clicks. Annoying, eh?

PRISON HALLWAY DOOR

Can't find the handle for the underground door? Then you're on the wrong track. Combine the lighter, wax doll and horseshoe for some obvious results.

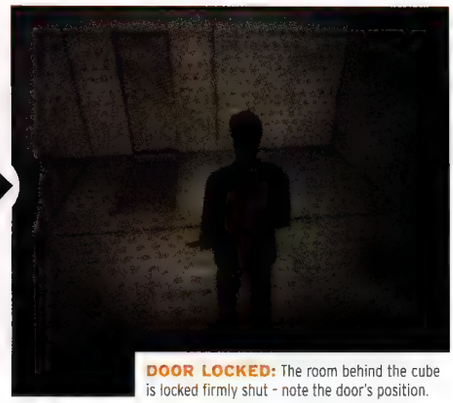
BEATING BOTH PYRAMID HEADS

OK, you'll need the hunting rifle and lots of patience. Run as far as you can from the advancing baddies, pop one shot – no more – then run away to the opposite corner and repeat the pattern. If the shot doesn't lock on, forget it – and keep reloading because a jammed rifle can prove fatal. After about, ooh, 15 passes, the pyramids do something bizarre, allowing you to advance.

HOTEL EMPLOYEE ELEVATOR

Too heavy to board the employee lift? Drop *all* your items and explore the basement unarmed. Creepy, no?

STARTING POINT: When you first discover the cube, it should be facing in this direction.



DOOR LOCKED: The room behind the cube is locked firmly shut - note the door's position.

FINAL POSITION: Rotate the cube until it finally reaches this end position.

DOOR OPEN: The door perfectly mirrors the movement of the cube - now you can proceed.

FINDING KEY ITEMS

Like last month, we're not going to reveal the location of every item, just those that are hard to find. Spoil the fun otherwise, wouldn't it?

HANGMAN PUZZLE

LOCATION: Maze, hangman puzzle
PUZZLE LEVEL: Normal
OBJECTS NEEDED: None
HINT: Again quite easy, provided you find *both* hanging rooms. One's a 'doing' room – with empty nooses, the other a 'solution' room – with pieces of paper pinned on the dead blokes' heads. Don't forget to read every notice in the 'doing' room for clues.

ANSWER:

Pull the rope of the innocent man in the 'doing' room to unlock a key in the 'solution' room – the guy wrongly accused of Arson. He should be the chap of the left-hand side, bang in the middle – but check his location in the 'solution' room first by reading the pieces of paper on the blokes' heads.

PUZZLE LEVEL: HARD

HINT: You've got to pin *when* each of the guys were hanged, to the crime they were hanged for. Aw, c'mon

ANSWER:

The guy who 'struck out at them' is assault (next to the writer of the letter), 'job to sell dreams' is fraud (executed yesterday), 'stealing children' is kidnapping (executed day after tomorrow), 'embezzling public money' is embezzlement and 'happy for I will soon be with her' is murder. The last crime's the false one.

1. WRENCH

LOCATION: West side, Lindsey St. south
WHAT YOU'LL NEED: Nothing
WHERE TO USE IT: West side, night park

2. OLD BRONZE KEY

LOCATION: West side, night park
WHAT YOU'LL NEED: Wrench
WHERE TO USE IT: Silent Hill Historical Society

3. OBSIDIAN GOBLET

LOCATION: Hist. Soc. Library
WHAT YOU'LL NEED: Nothing
WHERE TO USE IT: To get the 'Rebirth' ending

4. SPIRAL-WRITING KEY

LOCATION: Underground storage, cockroach room
WHAT YOU'LL NEED: To use the spare torch battery
WHERE TO USE IT: Underground, Hallway door

5. TABLET OF GLUTTONOUS PIG

LOCATION: Prison, cafeteria
WHAT YOU'LL NEED: Nothing
WHERE TO USE IT: At the Prison square, gallows

6. TABLET OF THE SEDUCTRESS

LOCATION: Prison, special confinement ward
WHAT YOU'LL NEED: Nothing
WHERE TO USE IT: At the prison square, gallows

7. TABLET OF THE OPPRESSOR

LOCATION: Prison, solitary confinement north.
WHAT YOU'LL NEED: Nothing
WHERE TO USE IT: At the prison square, gallows

8. WAX DOLL

LOCATION: Prison, solitary confinement south.
WHAT YOU'LL NEED: Nothing
WHERE TO USE IT: Prison, hallway

9. LIGHTER

LOCATION: Prison, visiting room
WHAT YOU'LL NEED: Nothing
WHERE TO USE IT: Prison, hallway

10. GREAT KNIFE

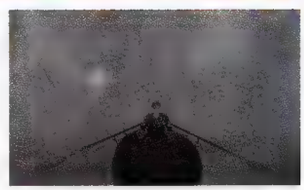
LOCATION: Maze, torture room
WHAT YOU'LL NEED: Nothing
WHERE TO USE IT: Anywhere

11. KEY OF THE PERSECUTED

LOCATION: Maze, hangman puzzle.
WHAT YOU'LL NEED: To solve the hangman puzzle
WHERE TO USE IT: Maze, hallway

12. LITTLE MERMAID MUSIC BOX

LOCATION: Hotel, garden
WHAT YOU'LL NEED: To examine the water fountain.
WHERE TO USE IT: Hotel, underground lobby



13. CINDERELLA MUSIC BOX

LOCATION: Hotel, 2nd floor, room 202
WHAT YOU'LL NEED: To use the thinner
WHERE TO USE IT: Hotel, underground lobby

14. SNOW WHITE MUSIC BOX

LOCATION: Hotel, 1st floor, pantry
WHAT YOU'LL NEED: Search the apple shelf.
WHERE TO USE IT: Hotel, underground lobby

15. LIGHT BULB

LOCATION: Hotel, underground bar, kitchen
WHAT YOU'LL NEED: Can opener
WHERE TO USE IT: Hotel, underground bar

SPOILER ALERT...

The terror doesn't stop there. Over the page, we explain *Silent Hill 2*'s hidden meanings in explicit detail, outlining the grizzly past of each character. You won't believe your eyes...

SILENT HILL: EXPLAINED

If you haven't finished *Silent Hill 2*, STOP READING NOW. These revelations will completely ruin your enjoyment of the game. Our plot guide answers *every* question... confirming your darkest fears and dishing chilling revelations about Silent Hill. Prepare to be genuinely shocked...

SPOILER ALERT!

IS SILENT HILL A 'REAL' PLACE, OR DOES EVERYTHING TAKE PLACE IN JAMES' MIND?

Yes, and 'kind of'. Silent Hill's a getaway town for desperate souls, steeped in tragic heritage. The Brookhaven Hospital was originally built to house victims of the plague, while Toluca Lake was home to a prison camp in the 1820s, housing confederate prisoners during the civil war period know as the Reconstruction. Thousands were left to rot and starve, while other, less fortunate, souls were 'skewered' by the mysterious Pyramid Head guards. These are the guys in *SH2*, carrying out their sentences indiscriminately. The 'Book of Lost Memories' – available only in a replay game – explains the town's mythology.

WHY ARE PEOPLE DRAWN TO SILENT HILL?

If you've played the PSone game, you'll know that Silent Hill is controlled by evil spirits – signified by the 'Mark of Samael'. The demons – previously appeased by ancient Native Indian rituals – were set free when western immigrants took over the town. As a result, desperate souls – or people with guilty pasts – are drawn to Silent Hill seeking forgiveness from the dead – or the condemnation they so richly deserve. Every character in the game – save Laura – is wrestling with an inner demon.

Silent Hill transforms guilt into physical reality – so James is punished for his sins by watching Maria die repeatedly. While every character shares the same time and space, they all see different demons. That's why Laura can't see monsters – she hasn't sinned.

DON'T MARIA, MARRY ME: She looks good, but Maria's intentions aren't wholesome.

IS SILENT HILL SUPPOSED TO BE HELL? AT THE END OF THE GAME ANGELA IS ENGULFED WITH FLAMES. WHAT HAS SHE DONE TO DESERVE THIS?

Not literally, but Angela's being punished because she *wants* to suffer. Reading between the lines, she's a schizophrenic runaway, scarred by the break-up of her family. In the labyrinth section – which Konami admit exists entirely outside of time, conjured by the demons – James finds an article describing the murder of Thomas Orosco... motivated 'not by robbery, but some sort of crime of passion'. This is Angela's dad – who she killed for abusing her. The truth is revealed once you've beaten the labyrinth boss, "You're only after one thing," rants Angela, "You could just force me. Beat me up like he always did." Angela doesn't see monsters, she sees the face of the man who molested her. She sees the mother and brother she was forced to abandon. Tragically, Angela's only escape is suicide – her story relates to the game's tragic 'In Water' ending.

ANGELA RIB 'EM: You see a zombie bed frame, Angela sees her dad's twisted visage.

CAN YOU EXPLAIN WHY LAURA, MARIA AND EDDIE ARE IN SILENT HILL? WHAT DOES EACH CHARACTER REPRESENT?

Maria is the wife James secretly wished for, a beautiful, sexual woman free from illness and suffering. James is repeatedly forced to watch Maria die until he realises the truth – that he suffocated Mary to stop her suffering. Further revelations suggest Mary died weeks, not years, ago, and that she'd secretly hoped to adopt Laura. Eddie's 'monsters' are the people who mocked him for being so fat – that's why he's running about killing people. Eddie's purpose is to remind James that they are *both* murderers. "You and me are the same," cries Eddie during their final confrontation, "Don't you KNOW that?"

Laura's the only innocent soul in the game. She represents James' path to redemption – and constantly reminds him of the truth. She's simply a confused, lonely child looking for a family. In the game's best ending, James adopts her.

NEXT ISSUE!

Aaarrgh. Out of space. Join us next time as we [illegible] and [illegible] and [illegible] to get them [illegible] before they're [illegible]

PRO EVOLUTION SOCCER

PART 1 BEAT YOUR PALS

every time, with PSM2's tactical masterclass. Our winning strategies, finely honed during hours of sweary lunchtimes, will make *you* a better player.

AIM OF THE GAME

Do we need to explain? *Pro Evo's* pure footy heaven. To succeed, you'll need a mixture of skill, reflexes, tactical nous and no small measure of fortune. Without an intimate understanding of your team's strengths and weaknesses you'll struggle against the sheer variety of opposition playing styles. You need to know *exactly* which players you can rely on to jink and hold onto the ball, deliver a meaty free-kick or deliver the goods in a one-on-one. Next issue, we'll talk about the game's best players – examining their attributes in depth – but for now, we're divining over ten years' worth of collective gaming knowledge to give you the inside edge in multi-player battles. These aren't just tips, they're *philosophies*.

WHAT WE SAID...

PSM2 ISSUE #16 November 2001

"Divine gameplay and crisp graphics capture the passion and pain of real football. With sharper presentation and tighter AI, this'd be near faultless."

WHAT WE SAY NOW

"Is it lunchtime yet?" That's the call to dig out the MultiTap 2 and track down four DualShocks Eating's for fools

95

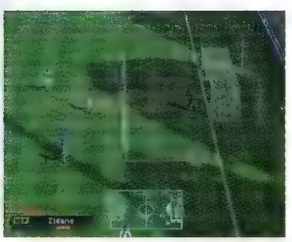
One game, a thousand approaches, and no guaranteed victories. To stay on top, you've got to pick a team to suit your style and play to their strengths. We collared each member of the PSM2 team with a rusty boot, and forced them to reveal their prized tactical secrets. If you can understand how the opposition thinks, you'll always be one kick ahead.

JOEL 'WHELAN'

- FAVOURITE TEAM: England
- SPECIALITY: Corners
- MASTERCLASS: From the default position, nudge the pad *slightly* towards the touchline and kick the ball with two-thirds power. Look for the header mid-box, but you'll have to be quick enough to watch where your attacking player is hovering. The trick is to swerve it out of reach of the 'keeper, otherwise it's an easy catch/punched clearance. Alternatively, with Beckham, aim straight down the touchline, hold L2 and press the D-pad in the opposite direction to curl the ball into the danger area.
- GENERAL TACTICS: "England – not the nippiest of teams, but a squad of brutes perfectly suited to spoiling the elegant ballwork of, say, Dan's Brazil. For a harmlessly dirty tackle to break up skilful build-up play, hold L1+⊗ as you're chasing a player. From the front, it's always worth a speculative sliding tackle in the direction you're expecting the opposition to go – the odd yellow card's neither here nor there. Needless to say, this sort of frustrating savagery works even better if you're one-nil up.

Final tip – If you're sprinting up the wing with the opposition in hot pursuit, try bashing it off them for an easy throw-in and crossing opportunity. It's an artform in itself."

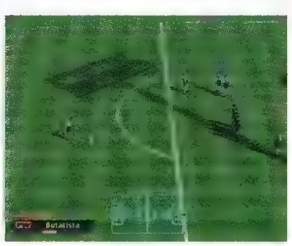
DUNCAN 'EDWARDS'



- FAVOURITE TEAM: France
- SPECIALITY: Shooting
- MASTERCLASS: Get yourself on the training ground and shoot from every conceivable angle, using every combination of D-pad direction and shot strength – you won't get the luxury of time on the pitch, so you've got to aim instinctively. Generally, get as close to the 'keeper as possible – minus a few steps – and aim for the bottom corner, using two-thirds power and pushing hard in the desired direction. Don't be afraid to chip an advancing keeper, using L1 and ⊙, or drive a low shot by quickly tapping ⊡ twice.
- GENERAL TACTICS: "*Pro Evo* showboaters hate a stubborn back-four like the French. With a solid rear-guard action – Leboeuf and Dessailly meeting everything with thunderous headers – even Beckham's incisive crosses struggle to bypass these two. There's a bonus of Thuram on the right-hand side, who's remarkably pacey and breaks through the cluttered five-man midfield with relative grace. From here, you can utilise Zidane, who sits in front of the holding midfielders, or go straight for Anelka.

It's a classic counter-attacking sucker punch, but this slow build-up play from the back requires real patience. This is no glamourous route to glory – if you want groupies, wear a frock and play as Argentina."

'SYLVAN' MILFORD



- FAVOURITE TEAM: Argentina
- SPECIALITY: Free Kicks
- MASTERCLASS: Use Revon or Butatista – someone with good power, control and accuracy. Look for small gaps in the wall – often between players' heads – and aim in the opposite corner from the goalie. From outside the box, use *slightly* more than a third of the power bar. Don't forget – you can hold L2 and push the D-pad to apply late swerve. Alternatively, use ⊗ for a cheeky pass into the box and go for a snap shot to bypass the wall.
- GENERAL TACTICS: "Butatista's the man – probably the deadliest striker in the game. Get your wingers into the box and pump in low crosses by double tapping ⊙ – Butatista should be waiting for a first time shot. If the marking's tight, twist and turn on the edge of the box looking for free kicks. Butatista's not that quick, so shoot earlier than expected – his power more than makes up for it.

Keep the passing quick, use Revon to bustle the midfield and don't be afraid to change to a 4-4-2 formation to tighten things up."

DAN 'PETRESCU'

- FAVOURITE TEAM: Brazil
- SPECIALITY: Dribbling
- MASTERCLASS: It's all about timing and performing the unexpected. Don't run blindly using L1, but burst past players using L2 for closer control – if the space opens up, then let rip. Don't forget, players turn sharper at walking pace – ideal for keeping your back to the defender. With experience, you'll instinctively know when you can nudge past.
- GENERAL TACTICS: "Brazil – a passing player's delight. Everyone's good on the ball, so you can jink to your heart's content waiting for a scything through-pass. Brazil move intelligently, so pass flamboyantly and look for tight-angled through-balls – you'll usually find a runner.

Brazil are *rubbish* at headers, so tap the ball about on the edge of the box looking for openings. With players like Rivaldo or Carlos don't be afraid to shoot from range. Never forget – tapping L1 repeatedly produces a useful step-over, while pressing ⊡ *immediately* followed by ⊗ produces a sharp-turn, perfect for beating the last defender. Last tip: dribble slowly, wait for the runner and pass at the last moment for maximum effect."

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TIPS INFERNO

ACCESS ALL AREAS

The most comprehensive collection of essential tips in any PS2 magazine. Get ready to access everything in the toughest games around...

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ARMORED CORE 2

Add Defeated AC Emblems
Just press START and SELECT when the victory message appears to nick a defeated AC's emblem

Temporary Invincibility
Press R2+R3=R3 during a battle and you'll see a message reader 'Limiter Released' After this, you'll be invincible for about a minute – but then you'll have to survive without energy for another minute

ARMY MEN: BLADE'S REVENGE

Unlock Every Level
Go to the password screen and enter the following combination – it's the code for level 20, so it'll unlock all the others
↑, ⊗, ◎, ↑, ←, □, ◎, ⊗

ARMY MEN: SARGE'S HEROES 2

Just enter these as passwords
FREEPLAY – Level select
NODIE – Invincibility
GIMME – Every weapon
NOSEEUM – Invisibility
SHORTY – Mini mode
IMHUGE – Big mode

ARCTIC THUNDER

All Atomic Snowballs
□, □, □, L1, ◎, START
All Boost Mode
◎, L3, L1, ◎, R2, START
All Random Pick-Ups
L1, R3, □, ◎, L3, R1, START
Expert Mode
◎, □, ◎, ◎, □, START
No Drones
□, □, ◎, ◎, L1, L3, START

ATV OFFROAD FURY

Expert mode
Select pro-career mode, then enter 'ALLOUTA!' as a name. If you entered the code correctly, the game will return to the name entry screen
1000cc Quad ATV
Successfully complete pro-career mode

B

BLOODY ROAR 3

Play as Kohryu
Play through Arcade mode until you face Kohryu on stage 5. Defeat him to unlock him as a playable character
Play as Uranus
Play through Arcade mode and defeat Xion without using any continues, then Defeat Uranus to unlock her as a playable character
Extra mode
Play through Survival mode and defeat more than nine enemies to unlock Extra mode in the options menu

C

C.A.R.T. FURY

Turn On the Fog
Go to the Options screen and find the Cheats menu. At the menu, enter R2, L1, ⊗, □, □, ◎. This will enable the Fog cheat. Toggle it on and off at the bottom of the page
Unlock Big Head Mode
Go to the Options screen and find the Cheats menu. At the menu, enter △, □, □, R2, L1, L2. This will enable Big Head mode
Infinite Continues
Successfully complete Season mode
Jump Option
Successfully complete Last Man Standing mode
Thick fog and New York
Successfully complete Demolition mode on the easy, medium, and hard difficulty
Rocket wheels and Boston Big Dig track
Successfully complete Block Your Opponent mode on the easy, medium, and hard difficulty settings
No time out and Moon track
Successfully complete Time trial mode on the easy, medium, and hard difficulty settings
Night drive and Alpine Raceway track
Successfully complete Lock-On mode on the easy, medium, and hard difficulty settings
Death car and Miami track
Successfully complete Simulation mode
Driving 101 FMV sequence
Successfully complete all Driving 101 options

CRAZY TAXI

Another Day
To play with different fares and a different starting point, press and hold R2 at the character selection screen – 'Another Day' should appear
No Destination Arrows
Hold L3+START at the main menu, then select your game type and character.
No Destination Zones
Hold R3+START at the main menu, then select your game type and character
Expert Mode
Hold L3+R3+START at the main menu, then select your game type and character
Crazy Rickshaw
Either complete Crazy Box mode, or press L2, R2, L3, R3, L1, L2, ⊗ at the character select screen. You'll need to do it very, very quickly, mind

D

DEAD OR ALIVE 2

Unlock Characters
To get Bayman – complete Story mode with every character.
To get Tengu the Mountain Demon, collect ten stars in Survival mode.
CG Gallery
Complete the game with five characters to ogle the ladies in the *DOA2* gallery

DYNASTY WARRIORS 2

Edit Mode
At the title screen (the one with the game modes on), press
L1, L2, R2, R1, L1, L2, R2, R1
Get Every Character
Unlock all of those moustache-twirling warlords by going to the title screen and entering
□, R1, ⊗x5, R2, L2
Get Every Stage
At the title screen (again) hold down □ and press L1, L2, R2, R1, L1, R2, L2, R2

E

EXTREME-G 3

Infinite Shields and Turbos
Press L1+R1, R2+L2, L1+R2, L2+R1, R1+L2 at the main menu. A message confirms correct entry (and it only lasts one race)
Infinite Ammo and StarCom team
Press R2, L2, R1, R1+L2+R2, L1+R1 at the team selection screen (or the screen with the League Race and XG Mall options). A message confirms entry

F

FANTAVISION

Full double shot power-up
Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, → □ △
Full laser shot power-up
Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, → ◎

FIFA 2001

EA All-star team
At the team selection screen, highlight the Arsenal team, then hold START and press ◎ to play as the EA all-star team

FUR FIGHTERS

Unlock Time Slice camera
Complete the basketball mini-game at the Lower East Quack level. If you want to use it, just press START at any time

G

GAUNTLET: DARK LEGACY

Magic Names
To get any of the effects below, just enter the code in capitals as your name. (You can only use one of them at a time.)
$10,000 Gold each level – 10000K
Nine potions and keys each level – ALLFUL
Invincible Character – INVULN
Invisible Character – 000000
Floating Character – TANGLI
Big Character – DELTA1
3-Way Shot Character – MENAGE
Turbo Character – PURPLE
Extra Speedy Character – XSPEED

GRAN TURISMO 3

Professional Difficulty
At the Level Selection menu screen, hold L2+R2 – you'll see Hard difficulty change to Professional

K

KENGO

Play as a student
Hold down R1+R2+L1+L2 when you select a character – different characters will result in different students

KLONOA 2

Play as Mometsuto
Successfully complete the game to unlock Mometsuto as a playable character.
Boss battle
Successfully complete the fairground levels to unlock a new area that allows you to battle previously defeated Bosses
Picture gallery
Complete the fairground levels.

KNOCKOUT KINGS 2001

Secret Characters
Enter the following names in Career mode to unlock B-list DJs and American stars
MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon
MRBARRY – Barry Sanders
ZITO – Chuck Z'to
BOSTICE – David Bostice
DEMART – David Demarti
JBOTTI – John Bott.
JRSEAU – Junior Seau
OWNOLAN – Owen Nowlan
STEVEF – Steve Francis
SBATISTE – Muhammed Ali

M

MOTO GP

Race as Klonoa
Win Challenge 22 to unlock everyone's favourite big-eared cat, Klonoa, as a rider

MDK2 ARMAGEDDON

Naked Kurt
From the main menu, hold L3+R2, then press □, □, △, □
Doc's Fart
While holding L3 + R2 click down on both the Analogue sticks with Dr Hawkins

N

NBA HOOPZ

Press Turbo (□), Shoot (⊗) and Pass (◎) during the pre-match screen, and the on-screen symbols will change. Hit the buttons the number of times shown, then press the D-pad in the direction indicated to enable each cheat

EFFECT	□	⊗	◎	DIRECTION
Beach court	2	3	4	←
Away uniform	2	4	6	→
Show hotspot	1	1	0	↓
ABA ball	1	1	1	→
Granny shots	1	2	1	←
No fouls	2	2	2	→
Big heads	3	0	0	→
No hotspots	3	0	1	↑
Infinite turbos	3	1	2	↑
Street court	3	2	0	←
Tiny heads	3	3	0	←
No goaltending	4	4	4	←
Tiny players	5	4	3	←
Dr Atomic	5	4	4	←

NBA STREET

Enter the following button combinations as they're indicated on the pre-game screen, then press the D-pad in any direction to activate them. Dunkalicious

Infinite Juice	2-0-3-0
No Juice	1-4-4-3
Mega Dunking	3-0-1-0
No Dunks	3-0-1-2
More Gamebreakers	1-4-3-2
Less Gamebreakers	1-3-4-2
No Gamebreakers	1-4-4-2

O

ONI

During gameplay, press the SELECT button, then highlight the Select button in the menu. Now enter the following codes. You should hear a sound to confirm you've entered them correctly
Change Character
R1, L1, R2, L2, ◎, ◎, □, R2, L1, L1, R2
One Shot Kills
R1, L1, R2, L2, ◎, ◎, □, ↘, ↘, ◎, □
Unlimited Health
R1, L1, L2, R2, □, ◎, □, ↘, ↘, ↘, ◎
Power Punches
R1, L1, R2, L2, □, ◎, □, ↘, ↘, ◎, □
Tiny Wee Characters
R1, L1, R2, L2, □, ◎, □, ↘, ↘, □, ◎
Unlimited Phase Cloak
R1, L1, R2, L2, □, ◎, □, L1, ↘, L2, ↘
Big Head Mode
R1, L1, R2, L2, □, ◎, □, L2, ◎
Unlimited Ammo
R1, L1, R2, L2, □, ◎, □, □, R2, L1, ↘
Huge Characters
R1, L1, R2, L2, □, ◎, □, ↘, □, ◎, ↘

OPERATION: WINBACK

Enter all of these on the Press START screen, before the demo starts. You'll hear the sound of a gunshot if you've done it correctly
Trial mode
Quickly press ↑, ↓x2, →x3, ←x4, then hold △ and press START.
Sudden Death mode
Quickly press R2, L2, R1, L1, R2, ◎, △, ◎, △, then hold L1 and press START to unlock Sudden Death mode. This allows opponents and your character to be killed with one hit.
Max Power mode
Press L1, L2, R2, L2, R1, △, ◎, △, ◎, then hold L1 and press START to unlock Max Power mode. If you entered the code correctly, you will hear the sound of a gunshot. This mode allows you to start with all weapons and infinite ammunition.
All Multi-player Characters
Quickly press ↑, ↓ (↓), →(↘), ←(←), then hold ◎ and press START to unlock all the bosses as well as the engineers and a few army characters in multi-player mode. Most of the bosses have odd guns and may not be able to back up against walls or roll.
Max Power, Sudden Death, Trial modes
Successfully complete the game on the hard difficulty setting to unlock Max Power, Sudden Death, and Trial modes

Q

QUAKE

Level Select
While playing a game, hold L1 + L1 + R1 + SELECT and press ⊗, ◎, □, △, ⊗, ◎, □, △

R

RAYMAN REVOLUTION

Extra Bonus Mini-Games
From the Press Start screen, press START. Now, select your language. Next, select Options. Then choose Language. Select Voices and Highlight Raymanian – without validating it. Now, press and hold L1 + L1 and enter L2, R2, L2, R2, L2, L2

RC REVENGE PRO

Enter the following codes at the main menu
Unlock Every Vehicle
L1, L2, R1, R2, □, ◎
Unlock Every Track
L1, L1, R2, □, ◎

READY 2 RUMBLE: ROUND 2

Fat boxer
→, →, ↑, ↓, →, R1, R1, R2
Skinny boxer
→, →, ↑, ↓, →, R1, R2
Zombie boxer
←, ↑, →, ↓, R1, R1, R2
Unlock Everything
At the Character select screen press
←, ←, →, R2, ←, →, →, R1, R1, R2
All the characters, holiday outfits and champion outfits will be unlocked – just press □ to flick through them
Fast Mode
At the character screen, enter:
→, →, ↑, ↓, →, R1 x5, R2
Full RUMBLE Meter
During the game, pause it and enter

R2, R2, R1, R2, L1, L2, L1, L1, L1, L1, R2, ←, →, ↑, ↓
Start at Final Match
At the character screen, enter
R2, ↓, →, ↑, ←, L1 x6, L2, L1, R1, R2

RIDGE RACER 5

Duel Cars
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode on the following races – unlock them by beating the times marked with a 'D' in Time Attack
'50s Super Drift Caddy – Danver Spectra
Devil Drift – Rivelta Crinale
Super Grip VW Beetle – Solort Rumeur
McClaren F1 Clone – Kamata Angelus
Pac-Man Mode
Race more than a total of 3,000km and you'll unlock a game that lets you race Pac-Man against ghosts in cars
On-screen Display
Hold R3 while you're racing to see how hard you're pressing the analogue buttons.

RUMBLE RACING

Find these hidden easter eggs to unlock shiny new motors
TRUE GRITS
Revolution
Find the big red barn. Drive through it and the egg will be on the left-hand side, on the outside of the barn
FLIP OUT
High Roller
In area with the three tunnels, take the middle tunnel, then brake hard at the end and drop down to reach the egg
CAR GO
Sporticus
Find the submarine and look to the left where you will see rows of red crates. The egg is behind one of the last crates
SO REFINED
Van Itty
At the start, immediately turn right and look behind the buildings for the egg
PASSING THROUGH
Buckshot
Look for the body of water to the right just before the asphalt turns to sand. Drive through the water and around to the right to locate the egg – it's slightly submerged
SUN BURN
Gamecus
Drive ahead after the start, then look for the egg as you take the first right turn – it's in the bushes near the swimming pool
FALLS DOWN
Road Trip
The egg is located on the left side of the falls – you'll find the secret entrance just after the first tunnel on the right-hand side. It is sitting on a cliff. The Thor vehicle can thrust near it and nab it easily, but it'll probably take a few goes
GAUNTLET
Vortex One
Look for it next too a large collection of multi-coloured metal crates.
TOUCH AND GO
Redneck Rocket
Find the plane that you can drive through, then go through and take the jump into the building. Stop in the building, and go left. You'll see another ramp with a power-up on it. Take this ramp and stop once you land in the next building. Drive to your right and you should find the egg
SURF AND TURF
Cobalt
Find the theatre in town – the egg's in the indoor parking area just before the theatre.
COAL CUTS
Stinger
Look for the area that's full of large wooden buildings attached to bridges. Look to the right-hand side of the last building for the egg
WILD KINGDOM
XXS Tomcat
Simply ride the track backwards and you'll eventually find it on the right-hand side
OVER EASY
Interceptor
Once you hit the town, go left, left again, then right. Before the next right, you'll find the egg in a parking area to the right-hand side
OUTER LIMITS
Thor
Immediately turn and drive the course backwards. Go under a natural rock formation bridge and you will find the egg to your right.
Level unlock codes
If you can't get through those tricky later courses, here are the codes to unlock everything
Pro Cup 2, Falls Down track, and Cataclysm car – P1PROC1PU
Pro Cup 3, The Gauntlet track, and EsCargot car – Q2PROC2YT
Elite Cup, Surf and Turf track, Elite Class cars, and Road Kill car – AEPPROPUC
Elite Cup 2, Coal Cuts track, and Jolly Roger car – ILETEC1MB
Elite Cup 3, Wild Kingdom track, and Malice car – ILCTEC2VB
Elite Cup 4, Over Easy track, and Direwolf car – ILQTEC3PU
EA Elite Cup, Outer Limits track, and Blue Devil car – LEAITEPUC
Grand Champion video and EA Stunt Cup – YEAMPLOWW
Circus Minimus – ZEAGTLUKE

S

SHADOW OF MEMORIES

Extra Ending
Play through the game to get all of the five alternate endings and you'll be shown a hidden prologue sequence (you can check our guide in PSM2#09). Complete this for an extra sixth ending.
FMV Sequences
Complete the game with three endings to see an FMV sequence of Konami's European show, or all five to see them at the Autumn 2000 Tokyo Games Show

SILENT HILL 2

Lift Quiz
The first time you hear the gameshow questionnaire in the lift, make sure you write down all the answers – they won't appear in your memo book, so it'll save you from reloading the game later on

SILENT SCOPE

Pink Mode
←, →, →, R2, ▲
No Scope
←, ↓, ←, R2, ←, ↓, ←, R2
No Enemy Cursor
←, ←, ←, ←, →, ↓, ↑, →
No Crosshair
→, →, →, R2
Exchange life for time
Pause the game in Arcade mode and press ↑x2, ↓x2, ←, →, ←, →, ⊗, ◎. You'll lose half a life-segment, but gain five seconds of time
Exchange time for life.
Pause the game in arcade mode and press ◎, ⊗, →, ←, →, ←, ↓x2, ↑x2. You'll lose five seconds off the clock, but get an extra half life-segment
100 challenge mode
Successfully complete all nine outdoor shooting range challenges to unlock 100 challenge mode

SILENT SCOPE 2

Trade Health For Time
Pause the game and press
↑,↑,↓,↓,←,→,←,→,⊗,◎
Trade Time For Health
Pause the game and press
◎,⊗,→,←,→,←,↓,↓,↑,↑

SILPHEED

All weapons
Enter 'XACALITE' as a name to begin stage one with all of the nine weapons available.

SKY ODYSSEY

Extra Aircraft:
Auto Gyro
Complete all of the Sky Canvas levels with more than 90 points for each.
Corsair
Get a ring around ten of your grades in Adventure mode by performing acrobatic stunts
Gold UFO
Complete all the Target mode levels with gold medals
Me-262
Complete Adventure mode
Silver UFO
Complete Adventure mode with straight 'A' grades.
Swordfish Third Wing
Fly the Mid-Air Rendezvous mission and land on the alternative runway – it helps if you've got the special radar
Pontoons
Complete the Stormy Seas level with any plane

SMUGGLER'S RUN

Invisibility
Press R1, R2, L1, L2, R1, L1, L1, R2
Lighter cars
Press R1, R2, R1, L2, L2, R2
Increase time
Press R1, R1, L2, R2, →, →, →
Decrease time
Press R1, L2, L1, R1, ←, ←, ←
No gravity
Press R1, L2, R1, R2, ↑, ↑, ↑

SSX

Once again, we'd like to point out that using these codes takes you one step closer to spending eternity in Hades being goaded by malevolent imps. Still, if you want to ruin the game, go to the Options menu and hold all four shoulder buttons while you enter the following codes
Maximum Stats
⊗,⊗,⊗,⊗. ⊗,⊗,R2
Unlock It All
↓,←,↑,→,⊗,◎,▲,R2
Every Track, Outfit, Board and Character will be unlocked, and you'll have ruined hours of fun for yourself. Happy?
Running Man Mode
R2,▲,◎,⊗,R2,▲,◎,⊗

STAR WARS: STARFIGHTER

Most of these cheats are available for completing certain levels – but if you can't be bothered, just enter the text in capitals on the Codes menu
Unlock everything – **OVERSEER**
Invulnerability – **MINIME**
Secret spaceship for bonus missions – **BLUENSF**
Multi-player levels – **ANDREW**
Default screen – **SHOTS, SIZZLE, or HOTEL**
Enemy ship gallery – **SHIPS**
Spaceship and cast pictures – **HEROES**
Pre-production art – **PLANETS**
Director mode – **DIRECTOR**
Reversed controls – **JARJAR**
Disable cockpit displays – **NOHUD**
See the team – **TEAM**
Pictures of Simon – **SIMON**
James' day at work – **JAMES**
A message from the programmers – **LTDJGD**

STAR WARS: SUPER BOMBAD RACER

Darth Vader
Win the Gold Cup in the Galaxy circuit race as Anakin to unlock Darth Vader and his Tie Interceptor
AAT battle tank
Press ◎, R2, ◎, R2 at the main menu. A message confirms correct entry
Unlock Galaxy Circuit
Play through each individual race and finish in the top three. After that, you'll be able to play on the tricky Galaxy circuit.
Unlock Reverse Mirror Tracks
To unlock the option to race the tracks in reverse, you'll need to complete the Galaxy Circuit with any character and receive a gold medal
Everybody is a Kaadu
At the main menu press L1, L2, R2, R2
You will get the message 'Poof! Everybody is a kaadu!' When you race, all the racers turn in to Naboolen Kaadu on flying tread mills
Boba Fett
Press R2, ◎, ▲, ◎, R2 at the main menu to play as the original stormtrooper

STREET FIGHTER EX3

Secret Fighters
To unlock new characters, you need to beat Original Mode with different fighter each time. Here's the order they appear in
1 Sagat
2 Bison
3 Garuda
4 Shadow Geist
5 Kairi
6 Pullum
7 Area
8 Darun
9 Vulcano Rosso
Medal Secrets
Earn ten of each medal type in Career mode on normal or hard, then do the following
Bronze: Press R3 on Sakura to activate her as the narrator
Silver: Press R3 on Bison to play as Bison 2
Gold: Press R3 on Ryu to play as Evil Ryu
Platinum: VS Bison and True Bison appear in Arena mode.

SUMMONER

Select the Credits option from the main menu, then press ⊗ while they're being displayed to see a sad, but quite amusing, Dungeons & Dragons parody

SUPER BUST-A-MOVE

Enter these codes after the game loads and when the Push Start screen's showing. An icon appears in the top-left of the screen to confirm correct entry
Unlock More Levels
▲,←,→,▲
Unlock More Characters
▲,→,←,▲

SURFING H30

Complete every level with at least 300 points to get the Shark Surfer

SWING AWAY GOLF

All golfers
At the main menu, press R2, R2, R2, R2, ↑,→,↓,←, L1, L1 to unlock all the characters in Stroke Play mode

T

TEKKEN TAG TOURNAMENT

Tekken Bowl
When you've unlocked Ogre – by completing the game ten times – you'll also be able to play *Tekken* Bowl. Try curving the ball hard to the left to knock out Dr Boskonovitch.
Jukebox mode
Score 200 points or more in *Tekken* Bowl, and you'll be able to select the music that plays during your games
Practice mode stage select
Highlight Practice Mode, hold R2 and press R2 the following number of times

1 Law	**2 Yoshimitsu**	**3 Ling**
4 Hwoarang	**5 Lei**	**6 Ogre**
7 School	**8 Jin**	**9 Nina**
10 Eddy	**11 King**	**12 Heihachi**
13 Eddy	**14 Unknown**	

THEME PARK WORLD

Everything Free
To stop those big rides draining your cash, input the following sequence eight times in a row...
←,↓,⊗,◎
Unfortunately, you won't be able to do any research while the cheat's activated.

TIMESPLITTERS

Completing Cyberden
Stuck on the Cyberden level? Go up to the red control panel in the room overlooking the launch pads. Pressing ⊗ unlocks a door that'll let you onto the launch pads – which is where you'll find the floppy disc.
Hidden Extras
Completing each stage on each difficulty level nets you a reward – but so does doing it within a strict time limit
KEY
AL: Arcade Level
PC: Playable Character
C: Cheat
B: 'Bot
BS: 'Bot Set

EASY
1935 Tomb
Complete: Cultist (PC)
Timed secret: Paintball (C)
58.5 seconds

1970 Chinese
Complete: Chinese Chef (PC)
Timed secret: Chinese Waiter (PC)
1 minute 9.6 seconds

2005 Cyberden
Complete: Badass Cyborg (PC)
Timed secret: Siamese Cyborg (PC)
48.4 seconds

1950 Village
Complete: Period Horror (BS)
Timed secret: All Heads Detachable (C)
27.2 seconds

1985 Chemical Plant
Complete: Usual Suspects (BS)
Timed secret: Male and Female SWAT (PC)
28.4 seconds

2020 Planet-X
Complete: Space Opera (BS)
Timed secret: Green Alien (PC)
49.8 seconds

1965 Mansion
Complete: Horror Shocker (BS)
Timed secret: Big Heads (C)
55.1 seconds

2000 Docks
Complete: Law and Order (BS)
Timed secret: Male and Female Soldier (PC)
1 minute 12.2 seconds

2035 Spaceways
Complete: Unlock Challenge Mode
Timed secret: Red Alien (PC)
1 minute 2.3 seconds

NORMAL
1935 Tomb
Complete: Graveyard (AL)
Timed secret: Priestess (PC)
2 minutes 33.9 seconds

1970 Chinese
Complete: Site (AL)
Timed secret: Gun Sounds (C)
2 minutes 33.2 seconds

2005 Cyberden
Complete: Streets (AL)
Timed secret: Tuxedo Cyborg (PC)
1 minute 35.1 seconds

1950 Village
Complete: Castle (AL)
Timed secret: Hick Hyde (PC)
1 minute 14.9 seconds

1985 Chemical Plant
Complete: Bank (AL)
Timed secret: Infinite Ammo (C)
55.1 seconds

2020 Planet-X
Complete: Spaceship (AL)
Timed secret: Float Alien (PC) and (B)
1 minute 32.0 seconds

1965 Mansion
Complete: Mall (AL)
Timed secret: Overall Mutant (PC)
1 minute 32.8 seconds

2000 Docks
Complete: Compound (AL)
Timed secret: Big Hands (C)
1 minute 29.5 seconds

2035 Spaceways
Complete: Warzone (AL)
Timed secret: Female Alien (PC) and (B)
1 minute 4.5 seconds

HARD
1935 Tomb
Complete: Eyes Mummy (PC)
Timed secret: Teeth Mummy (PC)
2 minutes 19.0 seconds

1970 Chinese
Complete: Suit Hoodlum (PC)
Timed secret: Mr. Big (PC)
6 minutes 4.7 seconds

2005 Cyberden
Complete: Female Cyborg (PC)
Timed secret: Enemy Rockets (C)
1 minute 52.9 seconds

1950 Village
Complete: Fishwife Mutant (PC)
Timed secret: Insect Mutant (PC)
2 minutes 17.7 seconds

1985 Chemical Plant
Complete: Lumberjack (PC)
Timed secret: Malehood (PC)
2 minutes 34.0 seconds

2020 Planet-X
Complete: Pillar Alien (PC) and (B)
Timed secret: All Characters Headless (C)
2 minutes 29.3 seconds

1965 Mansion
Complete: Priest Mutant (PC)
Timed secret: Girl Zombie (PC)
1 minute 33.1 seconds

2000 Docks
Complete: Gasmask Soldier (PC)
Timed secret: Shock Trooper (PC) and (B)
2 minutes 39.0 seconds

2035 Spaceways
Complete: Spaceways Stewardess (PC) and (B)
Timed secret: Small Heads (C)
2 minutes 54.5 seconds

Bonuses for completing challenge
1-A The Living Dead (BS)
1-B Green & Brown Zombie (PC)
1-C Police, Skull, & Jacket Zombie (PC)
2-A Duckman (B)
2-B All enemies are Ducks (C)
2-C Duckman Drake (PC)
3-A Robofish (B)
3-B All enemies are Robofish (C)
3-C Robofish (PC)
4-A NOTHING
4-B Enemies all throw bricks (C)
4-C Brick available as a weapon
5-A The Impersonator (B)
5-B All enemies are Impersonators (C)
5-C The Impersonator (PC)
6-A NOTHING
6-B Gasmask SWAT (PC)
6-C Veiled SWAT (PC)
7-A Ginger (B)
7-B All enemies are Gingerbread Men (C)
7-C Gingerbread Man (PC)
8-A Farrah Fun-bunny (B)
8-B All enemies are Bunnies (C)
8-C Farrah Fun-Bunny (PC)
9-A TimeSplitters (BS)
9-B TimeSplitter #2 (PC)
9-C TimeSplitter #1 (PC)

U

UNREAL TOURNAMENT

For a distinctly unsporting advantage
Level skip
Pause the game and press
↑,↓,←,→,→,←,◎
Level select
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press ↑,↓,↓,↑,←,↑,→,↓
Invincibility
Pause the game and press R2, ◎,←,→, ◎,R2
Maximum Ammunition
Pause the game and press
←,→,◎,◎,◎,→,←.
Alternatively, for some comedy mutators
Unlock Stealth Mutator
Press R2, R2, ◎,◎,R2,R2,◎,◎
Unlock Fatboy Mutator
◎,◎,◎,↑,↓,↓,↑,◎,◎,◎

W

WACKY RACES

Enter the following at the Cheat Codes screen, then activate them on the Code Collection screen
chimpgiveaway - Unlock All Tracks
monkeyspoilers - Unlock All Vehicles
gadgetclearout - Unlock Every Gadget
thosewackykids - Deformed Characters
fastcarsagogo - Dastardly Difficulty.

X

X SQUAD

Promotion
At the main menu, type in this combination and you'll hear a sound
Lieutenant
R2, L2, L1, R2
Captain
◎, R1, ◎, L1, ▲, L2
Major
L2, R2, L2, ▲, L1, ◎, R1
Colonel
▲,R2,◎,R2,▲,◎
General
R1, L1, R1, L2, R2, L1, R2, L2
Master of X Squad:
◎ (x4), ▲, R2 (x4)

Z

ZONE OF THE ENDERS

Versus Mode
Complete the game on any difficulty to get a Versus mode with five orbital frames and most stages. Complete it a second, and you'll get the remaining two frames and stages. Get an 'A' rating for different music

THE DOC SEZ: PHUN-UP YOUR PHONE!

ANSWERPHONIES

Get a 'celeb' for your voicemail message and get everyone laughing!

John Motson	Ohohaa what a breathtaking finish! Paolo di Canio, Paolo di Canio!...	1021
Grumpy Teenager	If that's mum, yes mum I'm doing it now! If that's dad (louder) yes...I'm...	4019
Exasperated Woman	The reason I can't take your call is...why are men such jerks?!	9007
PMT	What?...I'm busy! I am not wound up!...leave a message and clear off!...	9008
David Beckham	Uhh hello um...oh did you have to Victoria...I'll have to do it again now...	1002
Britney Spears	Hi, this is Britney...(SFX: huge fart) Whoops! I did it again	5008
Nicole Kidman	...please leave a short actor - sorry, short message...	2014
Madonna	Hi...Guy is teaching me...about authentic cockney rhyming slang so... leave a message on the dog and trumpet...was that alright Guy?	5002
Jamie Oliver	Whatcha, sorry mate...they're out getting authentic tucker ingredients...	3022
Marilyn Monroe	Sometimes I just get so excited the message just doesn't get through to me...	2011
Tony Blair	Right hello yeah I'm actually quite busy running the country like you do, so...	4010
Star Trek	This is Captain James T Kirk...state your life form...	3009
Queen	...Please leave one's name, number and what one does for a living...	4015

Plus Jack Nicholson, Clint Eastwood, Woody Allen, Billy Connolly, Robert De Niro and many more.

WANT TO HEAR THE VOICEMAIL MESSAGES IN FULL? Call 0906 566 7767.

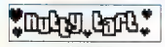
IT'S EASY! 1. Call and follow the instructions. 2. Enter your mobile phone number and unique 4-digit voicemail PIN. (If you haven't created a unique PIN and need help, please contact your network provider (Orange 07973 100150, Vodafone 07836 191191, One2One 0845 4 121 121, Virgin 0845 6000 789). 3. Enter the 4-digit code for the voicemail greeting you want. 4. Ensure you have no new messages, then turn phone OFF for 10 mins.

ANSWERPHONIES 0906 460 0236

TOP TONES

P Diddy	Bad boy for life	809337	Blue	Too close	213408
Kylie	Can't get you out...	213413	Louise	Stuck in the middle	213414
Steps	Chain reaction	809338	City High	What would you do	705458
Liberty	Thinking it over	809335	Daft Punk	One more time	213439
Supermen Lovers	Starlight	406559	Artful Dodger	Twentyfourseven	213406
Alien Ant Farm	Smooth criminal	213405	Slipknot	Waitandbleed	480077
Silicone Soul	Right on	213445	Groove Armada	Superstylin'	406530
Lexos	The key	405235	Atomic Kitten	Eternal flame	405495
Ian Van Dahl	Castles in the sky	405586	Dj Ot 21	Hey baby	405522
Shaggy	Luv me, luv me	406555	Afrika Bambaata	Planet rock remix	406535
N-Trance	Set you free	111003	Bob The Builder	Mambo number 5	705457
Eve + G Stefani	Let me blow ya mind	406527	Wheatus	Teenage dirtbag	480167
Destiny's Child	Bootylicious	405498	Steps	It's the way you...	406165
Jamiroquai	Little L	406531	D12 + Eminem	Purple hills	405143
Cosmic Gate	Fire wire	405232	Public Domain	Operation blade	405037
Five	Let's dance	406528			
Roger Sanchez	Another	405225			
DJ Tiesto	Urban train	705459			
Da Hool	Met her at the...	405144			
Mary J Blige	Family affair	213415			
Sophie Ellis-Bextor	Take me home	406539			
Ian Brown	Fear	809332			

TOP LOGOS



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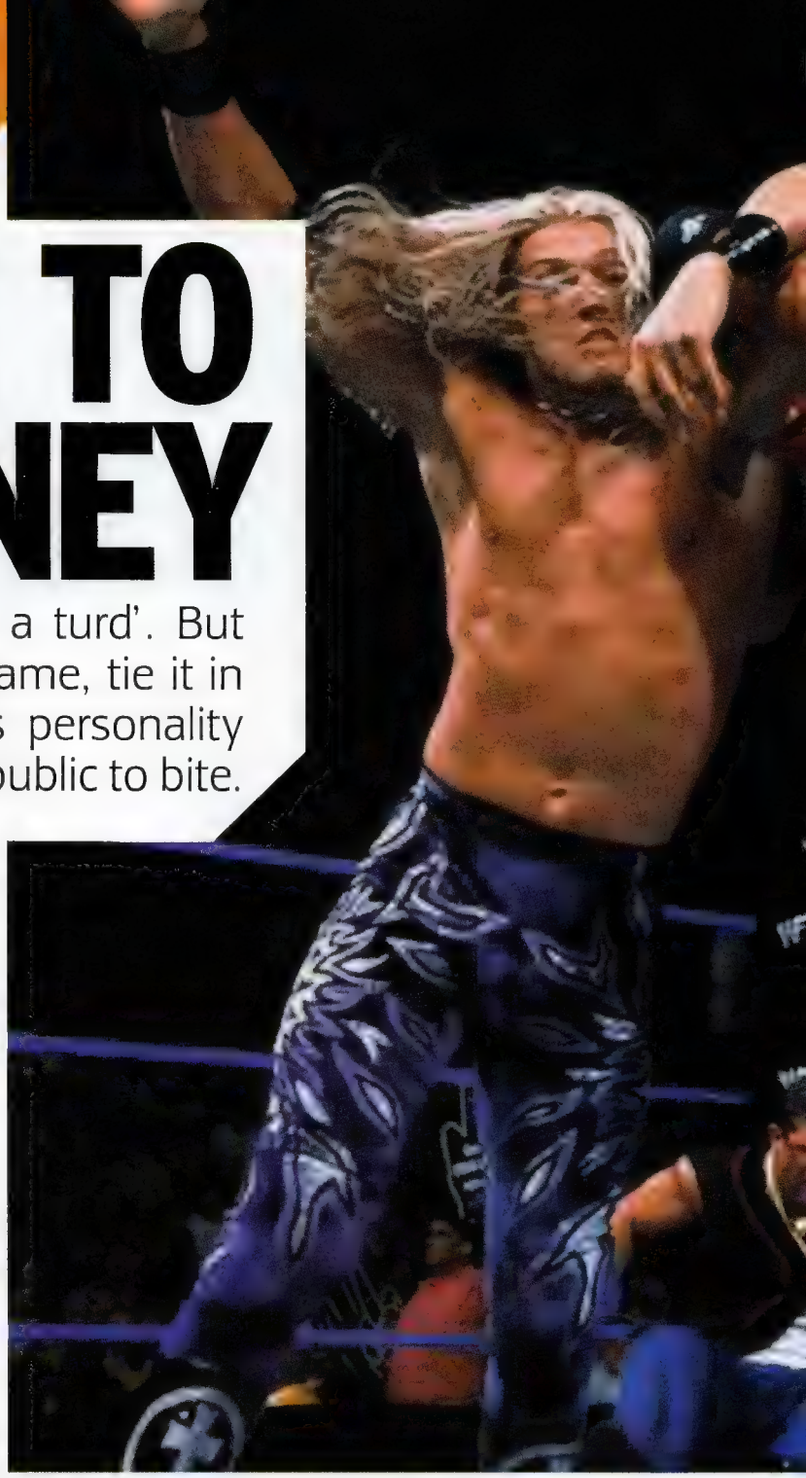
INVESTIGATOR: Ryan Butt

A LICENSE TO PRINT MONEY

As the old saying goes 'you can't polish a turd'. But what you can do is take a very average game, tie it in with a blockbusting film/TV show/sports personality and then sit back and wait for the general public to bite. Or can you..?



Unsurprisingly, in the cut-throat games industry, like any industry, money talks. These software publishers know only too well that you've got to speculate to accumulate. Which is why thousands of pounds are allocated to PR and marketing campaigns in an attempt to thrust their game to the forefront of the public's consciousness. The idea is that this money is then recouped tenfold when the game goes on sale. But *will* it sell?

If the publishers knew the answer to that, do you think we'd have had to endure the likes of *WDL WarJetz*? For games to 'shift units' they need an aggressive advertising campaign, plus a full set of suitably drooling reviews from the specialist press. But even that won't necessarily sway the general public into parting with their readies... but we know what will: a license.

The figures speak for themselves when comparing licensed and unlicensed games. Take *ISS Pro Evolution* and *FIFA*. One's the most realistic recreation of our beautiful game on God's Green Earth, minus the right player names, and the other has every player from hundreds of international and domestic teams plus authentic kits and stadiums – thanks to the license. One sells like Harry Secombe, the other like Harry Potter, despite *Pro Evo* being championed to death by the gaming press.

THIS IS HISTORY

But it wasn't always like this. Back in the early '90s when the SNES and Mega Drive ruled the console world, licensed games only sold if the game was, well... good. Virgin Interactive were one of the dominant forces in licensed software back then, as Danielle Woodyatt, ex-Virgin PR Manager who now runs her own PR company, recalls: "The Mega Drive Disney titles I worked on for Virgin went down very well – games like *Aladdin*, *The Lion King* and *Jungle Book* fulfilled the criteria of playable games tied in well to their subject matter."

Admittedly, these games were shining examples of what licensed products should be – lavishly detailed, playable and capturing every ounce of atmosphere from the movies in question. But what if the game wasn't any of the above? "Demolition Man springs to mind, as it came out while loads of identical platformers were released," recalls Woodyatt, "but it was pretty dire anyway."

CRAP SHOOTERS

Virgin wasn't the only software publisher to release a licensed stinker, though, as JVC (*TimeCop*), Sony (*Cliff Hanger*) and Acclaim (*Terminator 2: Judgement Day*) can all look back in shame over some of the most rancid movie cash-ins ever witnessed on a games machine. Some games, like *Bram Stoker's Dracula* and *Mary Shelly's Frankenstein* were so bad that they never even saw the light of day. Since these dark ages, the sales of games consoles have turned the games industry into a bloated global money machine, and software companies are once again finding the lure of easy profits too tempting to resist. How else can you explain a title like Roy Keane's *International League Soccer*? For those who don't know, this game was developed in Japan and boasted the truly unique selling point of being voice activated. We Europeans evidently aren't ready for such pioneering technology yet, so when Eon acquired the rights to release the game in the UK, this feature was promptly stripped out, leaving a game that was, well, shoddy.

So, how do you go about marketing such a game? Probably something like this – take a well known footballer, give 'em a bag of cash, plaster their signature and face on the packaging and – hey presto – a sure-fire hit, right? Er... no. In *ILS*' case, it appears Keano had absolutely no artistic input on its creation – but his very presence guaranteed interest.

The overall quality of licensed games has improved significantly since the cartridge-based days of home entertainment, and the software developers and publishers appear to be a lot more diligent in ensuring that the game in question conveys every ounce of substance of its original subject matter. If there were awards for bravery in this industry then the Purple Heart would go to Fox Interactive for persevering with *Alien Resurrection*. The game took years to develop and underwent complete overhauls before it finally made it onto the PSone last year as a stylish first-person shooter. We'd seen the game a couple of years prior and it was an horrific

"SOME GAMES WERE SO BAD THAT THEY NEVER EVEN SAW THE LIGHT OF DAY"

GIVE US A VIRTUAL VORDERMAN

Now that we're on the license tip, we've decided to go the whole hog and demand our own license game – Countdown. We've had to endure Tarrant giving us his full repertoire of 'tension building' bully tactics in *Who Wants to be a Millionaire*. Then we had to tolerate a snarling Anne Robinson ripping into dull preprogrammed contestants in *The Weakest Link*. So if we have to endure yet more 'as seen on TV' quiz games, why not make it the only one worth getting out of bed in the afternoon for? Imagine a virtual lame gag-cracking Richard Whitely, or better still, a perfect recreation of ageing clotheshorse Carol Vorderman? It could work. It would sell... maybe. Any software publishers fancy taking us up on it? For ten percent, of course.

© PA Photos

ON THE TRIPLE: Would you buy *WWF Smackdown! Just Bring It* if it wasn't stuffed with licensed characters?

side-scrolling platformer. But how easy would it have been for Fox to release it there and then, and still enjoy monster sales on the back of the movie? But no, they waited until the game was just right, losing all tie-ins with the film's cinematic, video and bargain-bin-down-Woolies releases in the process.

HELL IN A SELL

So just how important is a license in determining healthy sales for a videogame these days? "It depends," commented Woodyatt. "I feel that the knocked-out licensed titles of the early '90s – the *Stargates*, *Judge Dredds* and the like – did games little favours. However, if the license is used well, and a strong game's built upon its founding principles, then it has amazing potential. Fox's original *Die Hard Trilogy* for PSone is a case in point – with three strong games tied together by well known scenes from the films. That said, licenses don't seem to have captured the imagination as much on PS2. Instead, licensing's now a secondary issue currently used to embellish games with 'proper' football kits or car badges and professional sports stars, as opposed to hanging everything on a particular film or TV show – which is definitely a step in the right direction. They're now more about realism than cashing in."

Which is just as well. Imagine the uproar if *The Matrix* emerges as a side-scrolling platform game with a few 3D driving sections thrown in for good measure. Lee Kirton, PR Manager at Infogrames – a company that's no stranger to shifting games on the back of a gleaming license – is similarly optimistic: "A license can be very important – especially if you have your hands on a top quality movie license. These days, most movie licenses are actually decent games, so more of the public are trusting them." An opinion shared by Mike Eglington, Product Manager at Midway Games: "Sure, the right license can be the key to good sales of a videogame, but only if it's done in conjunction with great gameplay."

"IMAGINE THE UPROAR IF THE MATRIX EMERGES AS A SIDE-SCROLLING PLATFORM GAME"

CELEBRITY SQUIRES

There's a lot to be said for actually being able to bend a free kick as David Beckham, or actually being able to dislocate limbs as The Rock. Sales signify that gamers would rather do that than play as Derek Backham or mangle torsos as some mysteriously masked Japanese wrestler, despite the fact that the gameplay of a title might be infinitely better but not endorsed by the celebrities themselves.

But why doesn't the sheer quality of the product alone sell it? "I think good games do sell, especially on PS2 where originality is something people obviously crave," offered Woodyatt. "There're still games like *Klonoa* that – while good – will be released and probably largely ignored, but stuff like *Half-Life* and *Devil May Cry* prove that quality does sell. As far as linking with personalities, though, it depends on who it is – after all, Rage must be laughing that its Beckham game is coming out while David is currently public hero number one." But on the other hand, Kirton is only too aware that a big license is required to shift units: "I think that the reason that *Who Wants To Be A Millionaire* sold well was because of the popularity of the show and the fact that it reached a wide audience." No kidding...

HOT? PANTS?

So, is the license king? Despite the fact that the tides are turning and licensed games are steadily becoming synonymous with quality – as games such as *WWF Smackdown! Just Bring It* testify – there'll always be average games that're allowed to savour a whiff of success thanks to a big-name endorsement.

So the final question remains, what's the hottest ticket at the moment? "Britney Spears is very popular and our Britney game for Easter next year is bound to be hot," says Asam Ahmad of THQ. But according to Lee Kirton, the future's slightly sleazier: "A mate of mine has been on at me about someone getting a pub/nightclub crawl *Leisure Suit Larry*-style game sorted out for console," piped Kirton, "I personally think that 'Bankrupt the Beckhams' would be a cool game. Don't ask me how it works as it's deep in development at the moment and I'd have to send the boys round if you found out. It's going to be massive, though." **PSM2**

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

"I would be interested to hear the public's feedback on this subject, as we (the publishers) invest a lot of money into getting the all-important licenses. So how important are they to the gamer?"

"If people love Beckham, then they'll buy the Beckham footy games. Look at *FIFA* – not as good as *ISS* by far, but they continue to sell."

"LICENSES AREN'T ESSENTIAL, BUT IN ORDER TO CAPTURE A WIDER MARKET OF LESS-HARDCORE GAMERS, A LICENSE WILL HELP."

"*Mission: Impossible*, *Men In Black*, *Starship Troopers* – they've all sold differently in the market and they're all based on big blockbuster movies. I think that we'll have a big success when we release titles such as *Terminator* for PS2 and also sequels to some other big blockbusters we have planned..."

"I still maintain that the best license is anything to do with Star Wars. It's timeless. Everyone knows it, so it has permanent recognition, a sprawling universe and history that offers untold possibilities for story telling."

NEXT ISSUE

ON-LINE IN 2002...

After spanking the Yanks at *THPS3*, we're gagging for more networked PS2 act on. So what can we expect in 2002? *The Getaway*? *Tomb Raider*? Something involving rocket-launchers?

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A FRANTIC BURST OF FUTURE PS2

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プレビュー

EXPECTED JAPAN JANUARY 2002 UK TBC

VIRTUA FIGHTER 4

COME ON TEKKEN IF YOU THINK YOU'RE HARD ENOUGH.

Eight short years since the first *Virtua Fighter* hit the arcades and here we are staring in awe at the fourth title in the series, thinking how blocky and quaint the original looks in comparison. And, as word of the added features of *Virtua Fighter 4* slipped out from this year's Tokyo Game Show, there's even more reason for beat-em-up fans to work themselves into a foaming mess.

The idea: Like the *Tekken* series, there's precious little plot. But to make up for it you do get a seething pile of ins-and-outs as far as the character relations are concerned. All you really need to know is that there's a World Fighting Tournament that kicks off every few years. People turn up. They fight. Some go home in an ambulance. That's about it.

Best Features: The return of old favourites like amnesiac Sarah Bryant and mummy's boy Kage-Maru, the ditching of lard arsed Taka-Arashi and the arrival of two new faces – slaphead monk Lei-Fei and Brazilian temptress Vanessa Shields.

As well as the obligatory 13 brawlers, there're two important revelations as far as the structure of the game is concerned.

First off, the AI feature in the options menu. Original reports indicated that it might be a form of

"YOU CAN SEE WHY PEOPLE ARE CALLING THIS THE MOST DETAILED VIRTUA FIGHTER YET"

VIRTUA FIGHTER 4

"THERE'S PRECIOUS LITTLE PLOT"

"INSIDERS SAY THIS LOOKS WAY BETTER THAN TEKKEN 4"

HUNGRY LIKE A... Wolf. As with all the other characters he's filled out slightly since *VFtb*.

KNOCKOUT PAUNCH: Akira Yuki looks like another one who's taken a shine to pies and real ale.

skill-linked difficulty curve, but now it turns out to be something much, much sexier. Select this and you enter a stylised Training mode that allows you to programme moves into a chosen fighter. Once they've achieved a certain level of skill you can sit back and see how they fare in a CPU versus CPU battle. Get knocked out of the tournament and you can head back to the training ground for a touch of move refinement before having another go.

Then there's the Training mode itself. Forget solo fighters, sparring dummies and move lists – this is full of multi-sectioned tutorials that'll make you a master in minutes. Add a neat Character Editor and you can see why people are calling this the most detailed *Virtua Fighter* yet.

Bottom Line: Historically the *VF* series has been one that's relied on graphical prowess alone – something already borne out by insiders who say this looks way better than *Tekken 4*. Let's just hope the added features are enough to make the battle between this, *Tekken 4* and *Soul Calibur 2* everything we want it to be.

ANTICIPATION ★★★★★

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THE LOST

The idea: You're a woman called Amanda tempted into hell by the devil himself to look for your dead child. And it gets worse.

Best Features: Amanda's got a unique way of split personality. Why's that a benefit? Well, each one of them has their own skills and weapons and challenges ahead. Violence is pure stealth, whereas a master of hand-to-hand combat. Consequently, devil prince tells all that when worst comes to worst, Amanda's good half can heal. Amanda when she's wounded, you'll have to understand the aspects if you're to navigate all nine circles of hell.

Bottom Line: We only learn exciting rumours and despite a release in Japan, there's still no guarantee it will see the light of day.

ANTICIPATION ★★★★

EXPECTED UK
SUMMER 2002

OUTCAST 2

The idea: As with the original Outcast that appeared on PC back in 1999, it's a case of man meets alien world and gets left to his own devices.

Best Features: The planet Adelpha. A vast beautiful environment that gives the illusion you'll cover Slade no end but what to do and where to go. So theoretically gameplay should be completely open-ended – although you do, of course, get steered by the Voice AI of the supporting cast. The weapons, or Devices, should be making it over from the first title – these should add a random element to exploration, as you're never quite sure where you'll end up.

Bottom Line: Developers Appeal, shrouded about their visual graphic wizardry, but the games gave it a big thumbs down. Will they use it for the PS2 version?

ANTICIPATION ★

EXPECTED UK
APRIL 2002

TOCA RACE DRIVER

The idea: Codies stamp any idea of straight racing in favour of a plot-fuelled driver that aims to get you emotionally involved both inside and outside the car. As such, you play Ryan McKane, a wannabe champion of Superstar racing, who has to deal with a touch of personalities in the pits as well as ensuring he can put it out on the track.

Best Features: The Ego Engine Modelling system – which promises unrivalled car physics and realistic damage effects – sounds positive, as does the acquisition of three increasingly challenging licenses. Plus there's some drivin' – and bodywork in the guise of hot-pursuit bits and pit girls.

Bottom Line: A risky departure from a tried and tested formula? We'll see.

ANTICIPATION ★★★

EXPECTED UK
TBC

TENCHU 3

The idea: Untouched – despite this being the third instalment in the series. Get from A to B, avoid detection and silently anyone you encounter. With a nekkeshuriken to the windpipe.

Best Features: No longer in the hands of Acquire – who developed the first two – it's surprising to see that K2 LLC aren't planning anything new at for this version. As a result, it's a case of tweaks aside, with ninjas featuring along roof tops, poisoning the end of arrows and the odd brute. One thing, other than the improved looks, that will set to excite is the inclusion of non-enemy NPCs which add a new dimension to skulking about the town.

Bottom Line: We saw an early build at E3 2001 so there's still loads of time for it to evolve into something stunning.

ANTICIPATION ★★★

EXPECTED JAPAN JANUARY 2002 UK TBC

XENOSAGA: EPISODE 1

Epics are something of a rarity on PS2. *Final Fantasy 10*? Perhaps. *Age of Empires*? Most definitely. But that's pretty much it when it comes to plotlines that span generations and focus on dynasties rather than individuals. Well, with a story arc reported to cover a staggering 7000 years, Namco's *Xenosaga* is about to set a precedence that'll be hard to beat.

The idea: An archeological dig by Lake Turkana in Kenya unearths a monolith containing an inexhaustible source of energy. Tapping this resource, humanity journey's out into the universe looking for friendly faces – but runs into the bug-like Gnosis instead. War kicks off and we quickly slip into the boots of lady engineer, Shion Uzuki.

Best Features: The 3D environments of the original *Xenogears* on PSone were impressive, but here they've been tailored to include a hefty clout of interaction – a very good thing. Furnishings can be explored, items pushed and destroyed, and there's now a handy radar at the bottom of the screen to tell you exactly what to hit next. There's also news that mechs (AGWS) are employed in much the same way as the summons of *Final Fantasy 10*, and that there's also a mini-trading and collecting game destined to add something more to the usual round of turn-based combat. That's a lot of new features, really.

Bottom Line: A multiplex of in-game cut-scenes but precious little about how the game's mechanic works. A danger that this could be another *Phase Paradox*? God forbid.

ANTICIPATION ★★

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK MARCH 2002

MEDAL OF HONOR: FRONTLINE

You'd think Spielberg would have got WW2 out of his system by now. Schindler's List, Saving Private Ryan, Band of Brothers, two successful *MoH* titles on PSone... At least it's an obsession that keeps his accountants chipper. And it's good for us too, as finally *Frontline* reveals its true potential.

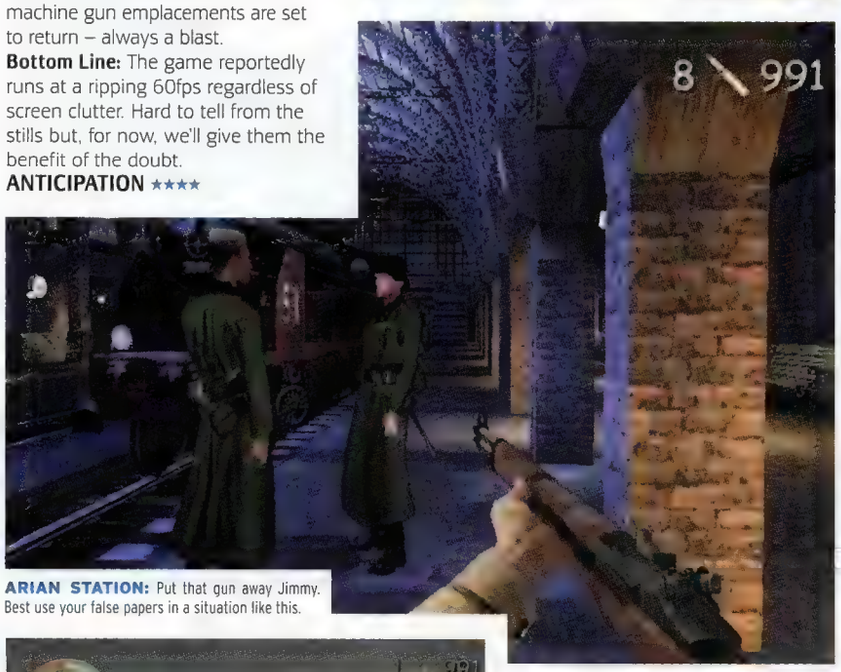
The idea: Third time lucky for bullet dodger, Lt Jimmy Patterson, as he goes back into occupied territory for another tour of duty against the Nazis.

Best Features: It's a joy to see some early screens of the game in action. Excellent level detail, proof that the 2400 polygons-per-character is processing power well spent and a decent taster of seven of the 15 levels. There's also an indication that the machine gun emplacements are set to return – always a blast.

Bottom Line: The game reportedly runs at a ripping 60fps regardless of screen clutter. Hard to tell from the stills but, for now, we'll give them the benefit of the doubt.

ANTICIPATION ★★★★

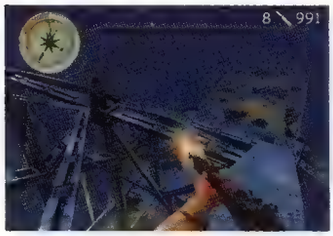
WINDY RICHARDS: Looks like you can expect some allied support in occupied Holland.



ARIAN STATION: Put that gun away Jimmy. Best use your false papers in a situation like this.

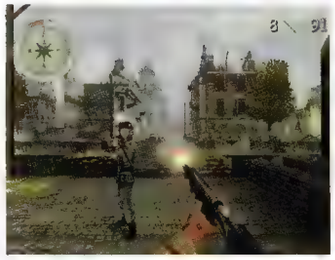
"AN EXPERIENCE THAT WILL KEEP PLAYERS ON THEIR TOES, BUT YOU'VE GOT TO BE A THINKER. IT'S THE ONLY WAY"

CAPTAIN DALE DYE MILITARY ADVISOR ON THE MOH SERIES
On how *MoH* differs from other first-person-shooters.



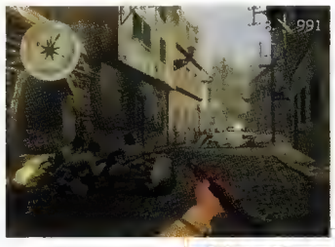
OVER THE TOP: Routes through levels appear to be a lot more open than either of the previous games.

BEACHY DREAD: The D-Day chaos depicted in Saving Private Ryan is recreated for *Frontline*.



HE'S A MODEL... And yes he's looking good thanks to improved facial detail and loads more uniforms.

UNDERWATER HATE: New tactics are needed when fighting in the confines of the U-Boat.



OL' BUNKER: The return of the machine gun emplacement. Take 'em over and blaze away.

DER FARTHER LAND: Holland, France and now Germany. You get to travel miles with *Frontline*.

EXPECTED UK TBC

PROJECT ZERO

The Idea: In a not [illegible] vision that of The Cure era, Polaroid Pete, Project Zero sees [illegible] whose brother has been abducted by supernatural forces. Overcome the creepy setting [illegible] the game, the young camera-wielding [illegible] remain in the world of the living but, once developed, each picture gives a valuable clue that advances your [illegible]

Best Features: [illegible] from a helicopter or [illegible] Hideo Kojima doesn't [illegible] by replacing the [illegible] Dad, has only done [illegible] so the chances are good that this'll be [illegible]

Bottom Line: [illegible]

ANTICIPATION ★★★

EXPECTED UK TBC

ALPINE RACER 3

The Idea: [illegible] styles of downhill racing by combining both skiers and snowboarders on the same track.

Best Features: This is already nearing completion as an arcade title developed by Namco for Sony's System 246 arcade board. Which means that any port to PS2 should hopefully result in something as polished as *Tekken Tag*. The added feature of a radar screen also points to this being a racer driven by multiple routes and short-cuts both on and off piste. And, it doesn't end there. We've seen the odd vehicle as well, buzzing around the course and making things tricky for the six competitors.

Bottom Line: We're still playing *SSX Tricky* every waking hour of the day, but this might be far enough off for us to be up for something fresh.

ANTICIPATION ★★

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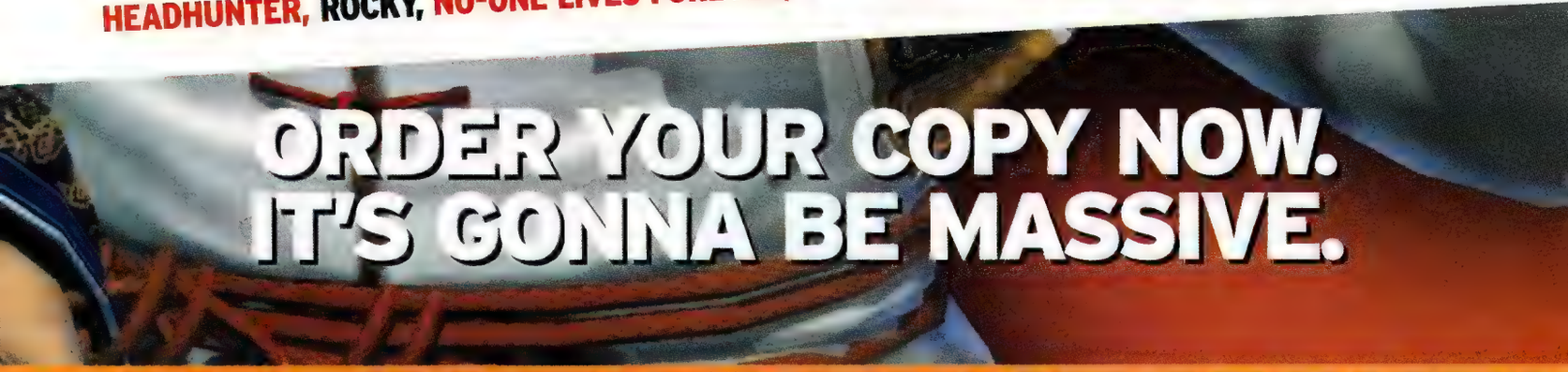

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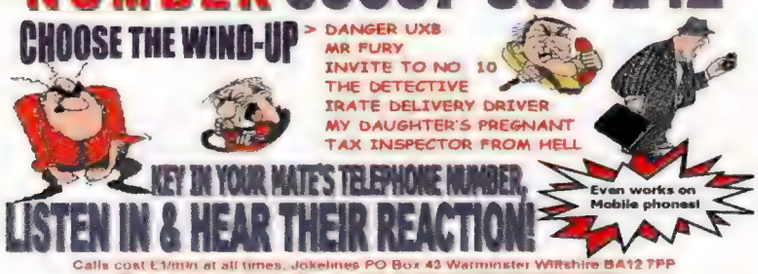

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ALONE SAT ROBIN HOOD...

...AND WONDERED WHERE HIS BAND OF MERRY MEN HAD GOT TO. SOMETIMES HE ALLOWED HIMSELF TO THINK OF THOSE TIMES, THE WAY CROWDS USED TO CHEER AND CALL HIS NAME. HOW DISTANT IT ALL SEEMED NOW, NOW THAT DUO JAK AND DAXTER HAD INVENTED THEIR NEW FORM OF GREATNESS. ROBIN PICKED UP THE PHONE, JUST TO SEE IF ANYONE WAS THERE.

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